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Swayn et al.

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(54) **CODE DETECTION AND DECODING SYSTEM**

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Dec. 22, 2008 (AU) ..... 2008261179

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**G06F 17/00** (2006.01)  
**G06K 7/14** (2006.01)

(52) **U.S. Cl.**  
CPC ..... **G06K 7/14** (2013.01); **G06K 7/1417** (2013.01); **G06K 7/1452** (2013.01); **G06K 7/1456** (2013.01)

(58) **Field of Classification Search**  
CPC .. G06K 7/14; G06K 7/1417; G06K 19/06037  
USPC ..... 235/462.1, 375; 3/462.1, 375  
See application file for complete search history.

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(Continued)

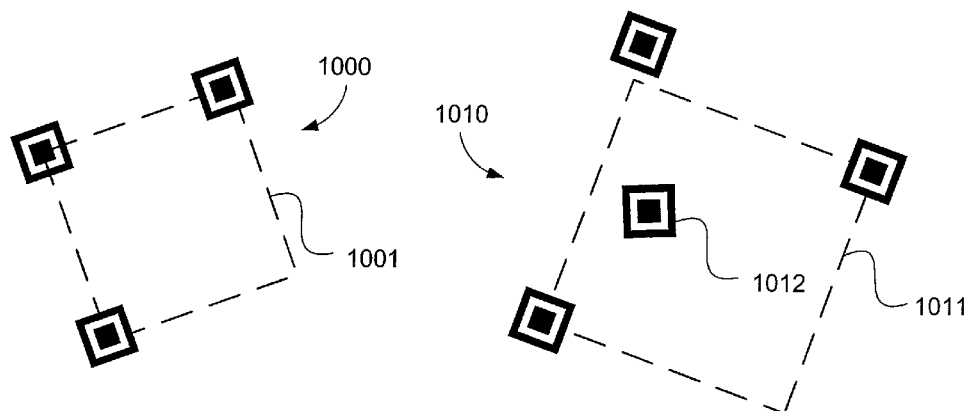
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(57) **ABSTRACT**

A method (2304) of decoding a QR code having two initially detected finder patterns (2901, 2902; 2911, 2912) is provided. The method forms (2402) a pattern matching template (2700, 2800) based on characteristics of the detected finder patterns and determines (2403) at least one candidate region (2904, 2905; 2913, 2914) about the detected finder patterns. The candidate region is typically based at least on the relative positions of the detected finder patterns. The method detects (2404) a previously undetected third finder pattern of the QR code in the at least one candidate region by correlating content of the candidate region with the pattern matching template. With the identified third finder pattern and each of the two initially detected finder patterns, decoding (2305) the QR code can then be performed. Also disclosed is a method of detecting a two-dimensional code comprising known target features and coded data in an image. The target features comprise a continuous black region, enclosed entirely by a continuous white region, enclosed entirely by a continuous black region. The method performs line-by-line connected component analysis (403) of the image to determine candidate features of interest. The line-by-line connected component analysis aggregates metrics corresponding to candidate features of interest. The method evaluates (404) the aggregated metrics to determine how similar each candidate feature of interest is to the target feature and forms (405) a candidate region of interest from multiple candidate features of interest. Typically the target features include the copyright symbol © and the registered trade mark symbol ®.

13 Claims, 49 Drawing Sheets



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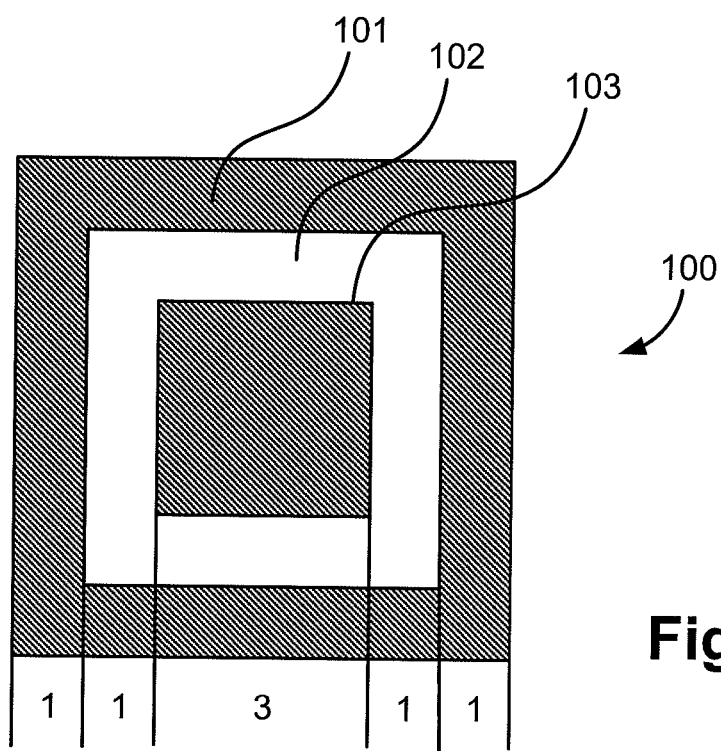


Fig. 1

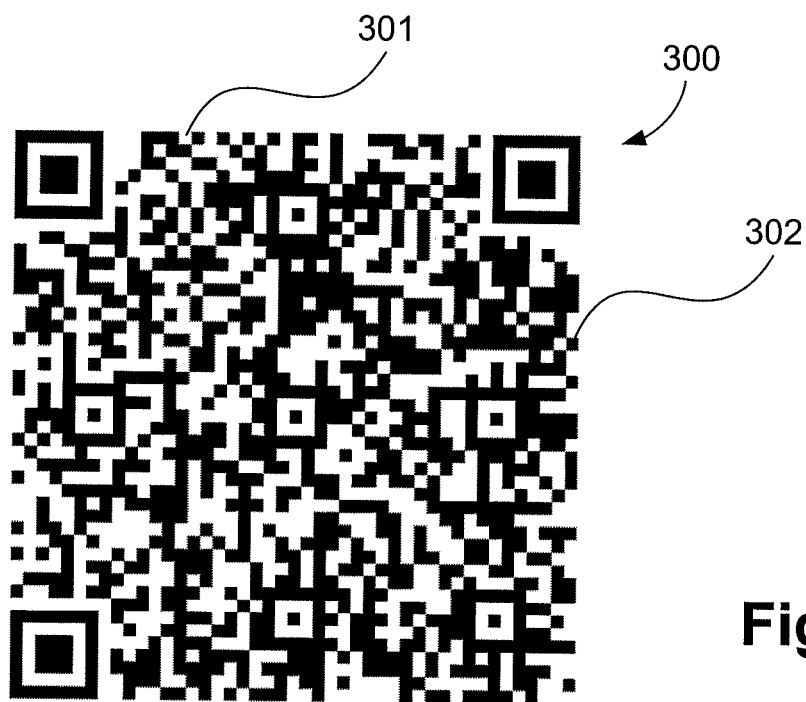


Fig. 3



Fig. 2A

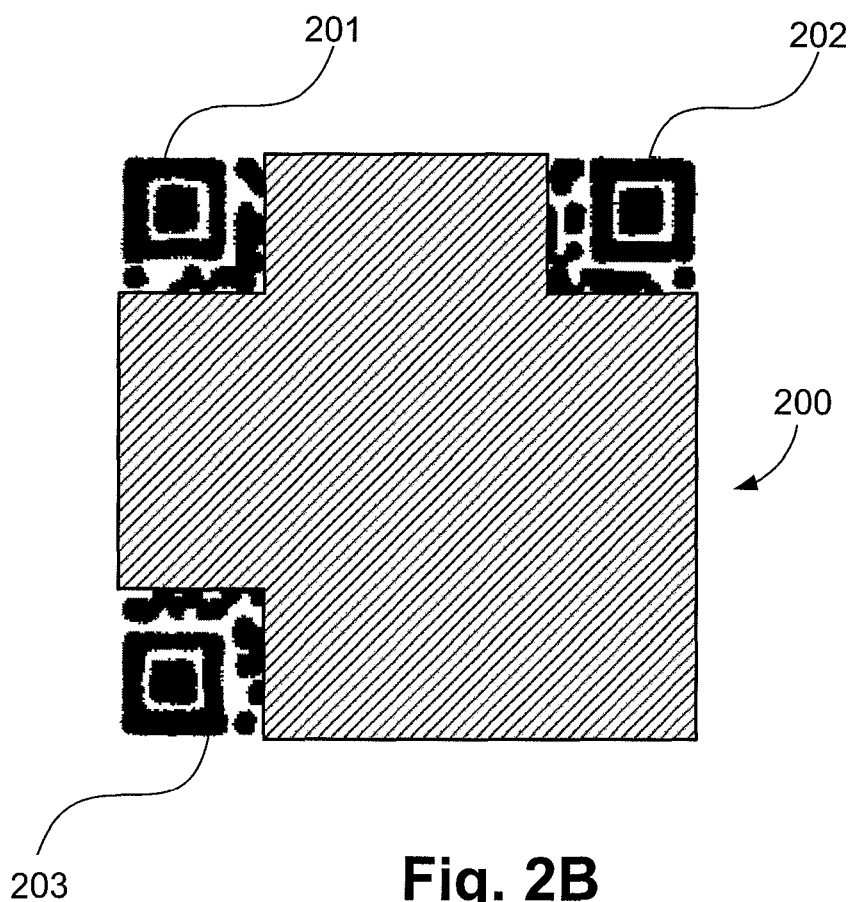
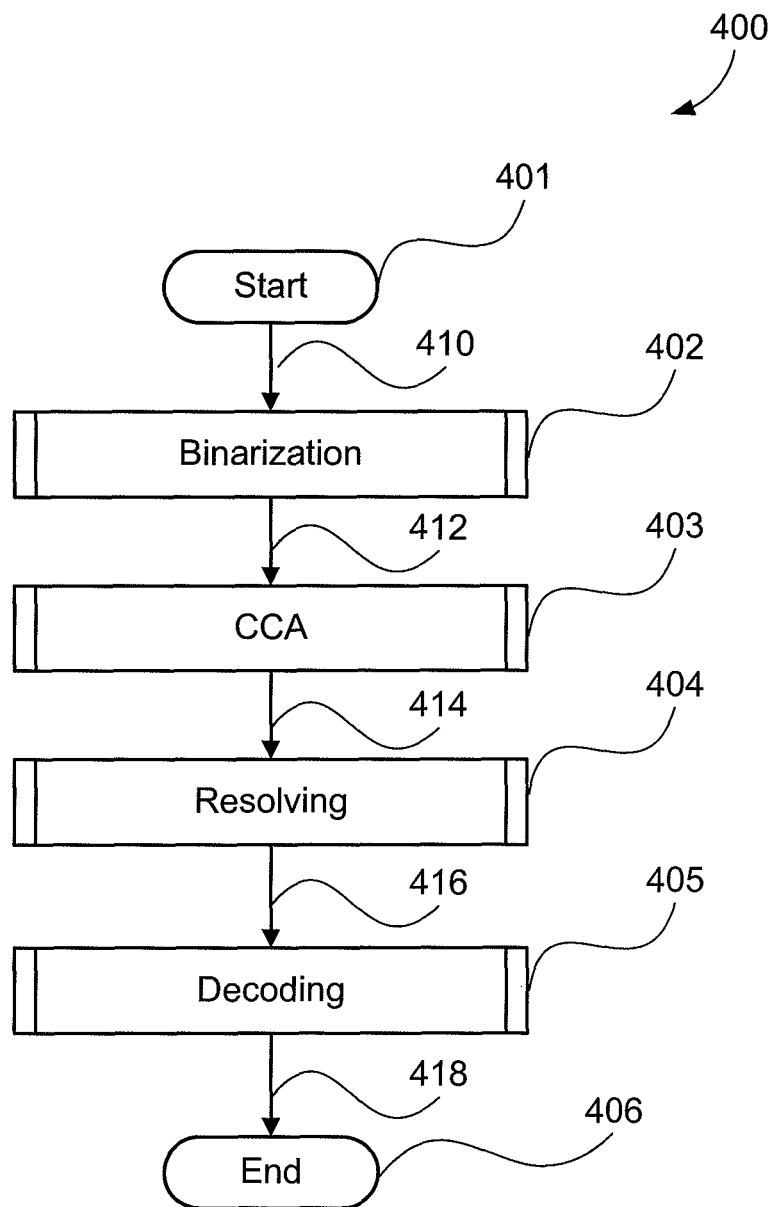
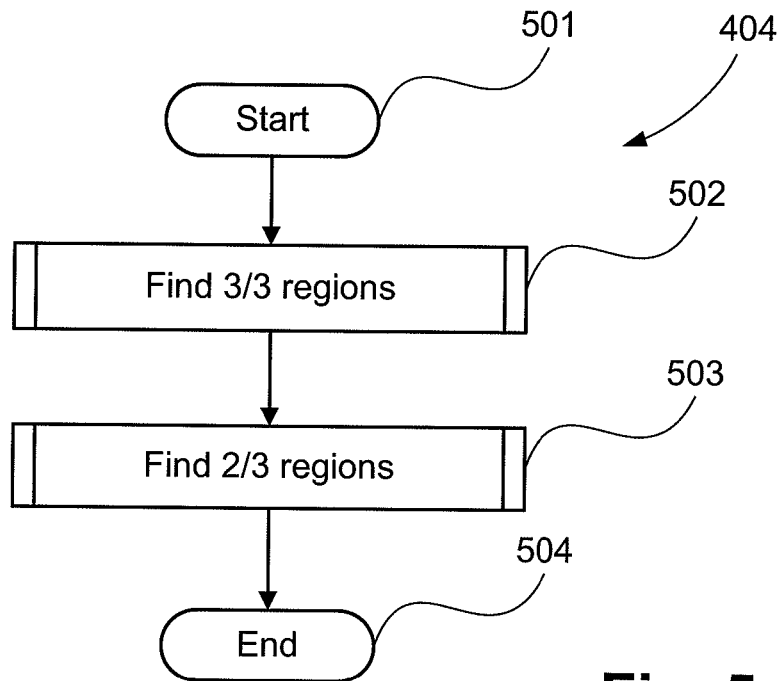
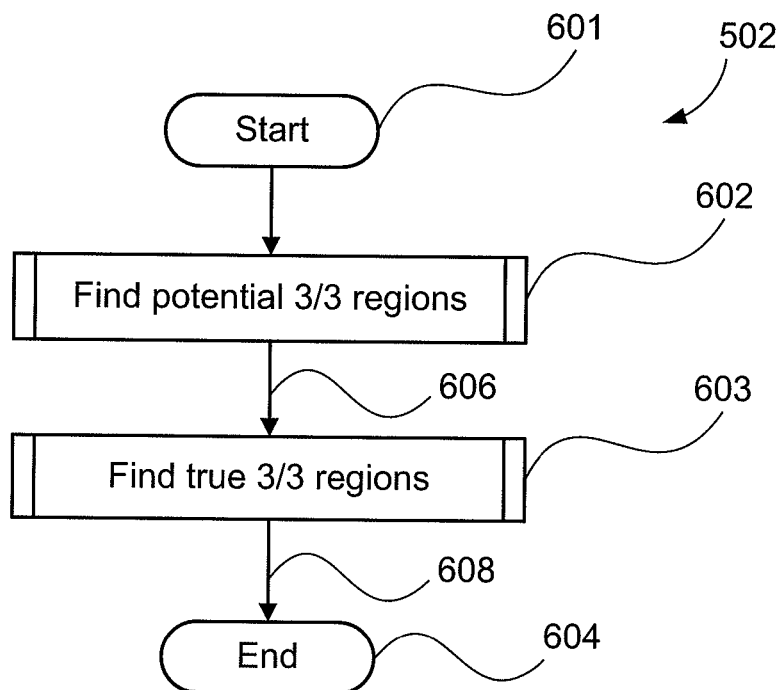
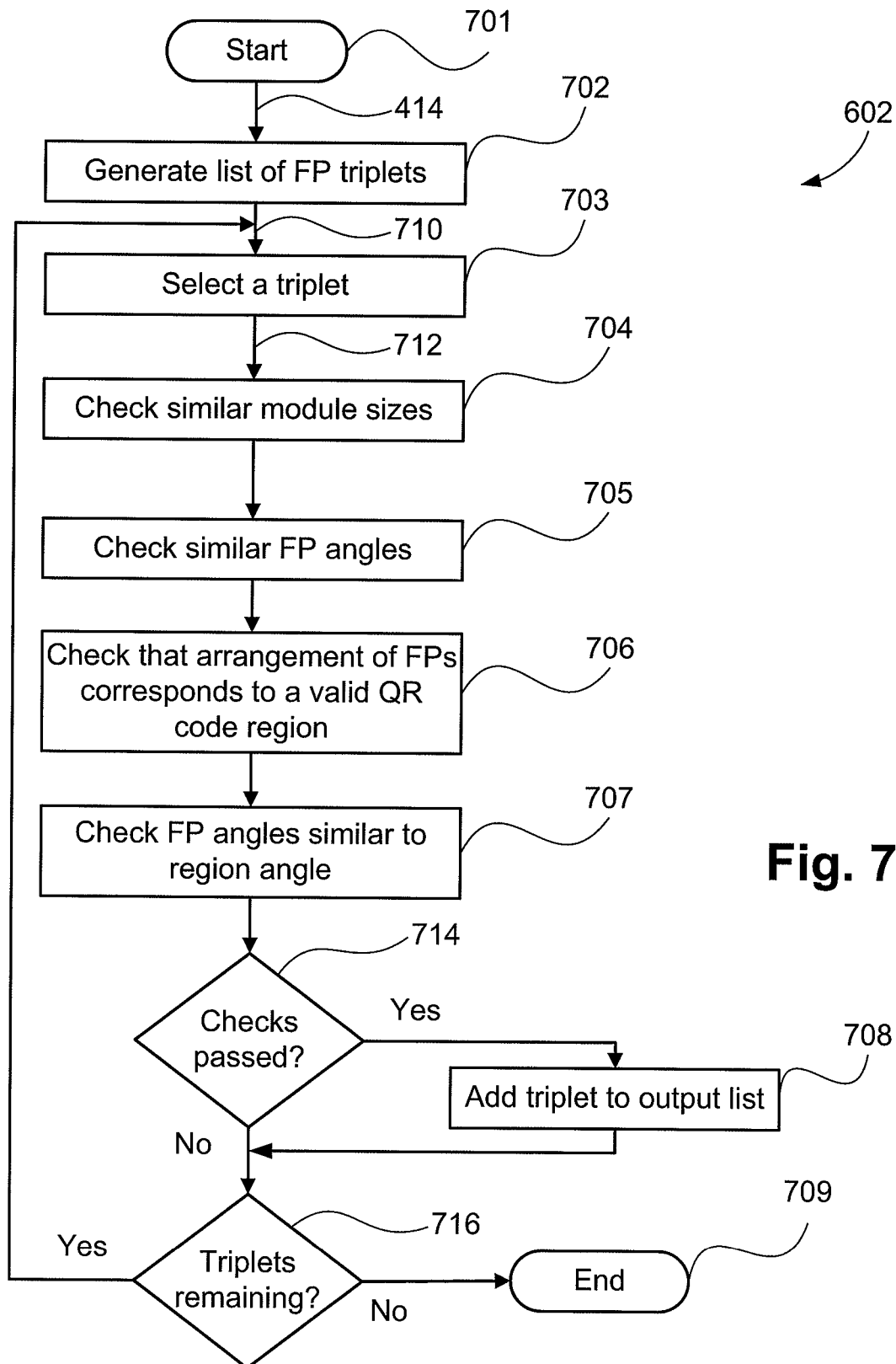


Fig. 2B

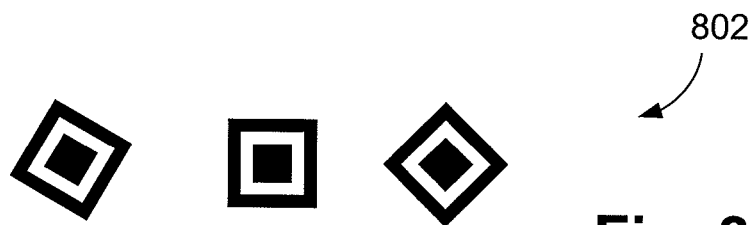
**Fig. 4**

**Fig. 5****Fig. 6**

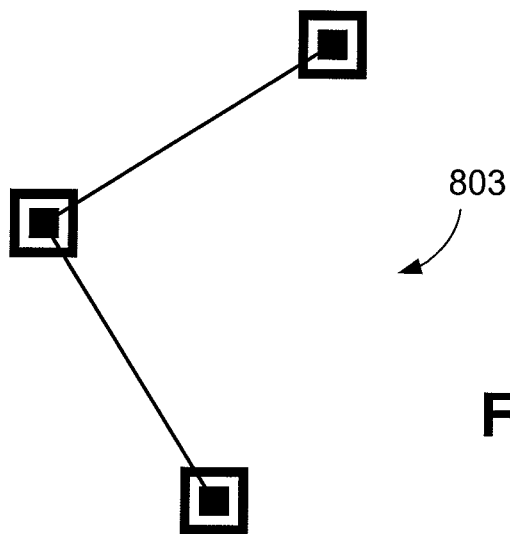




**Fig. 8A**

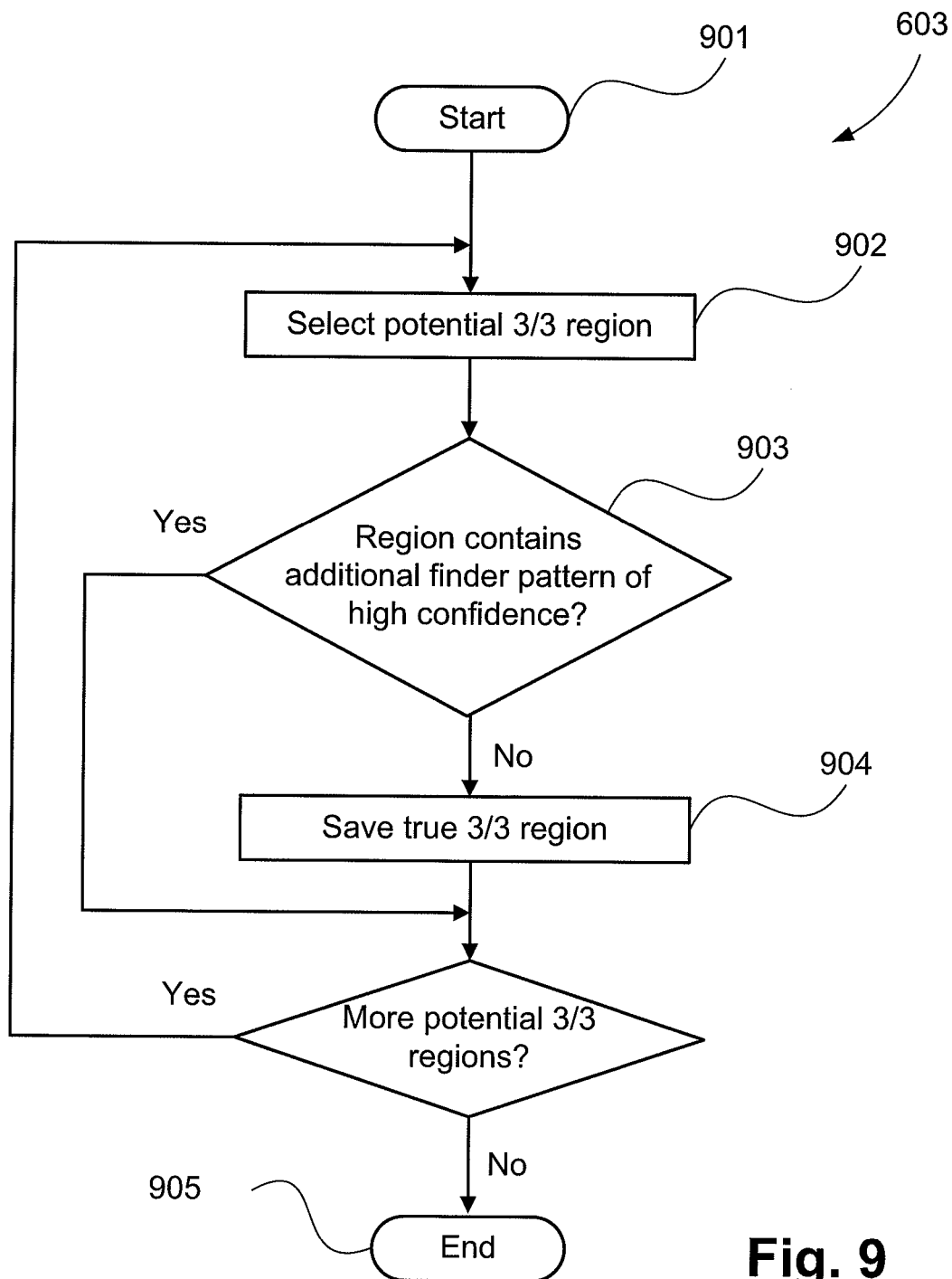


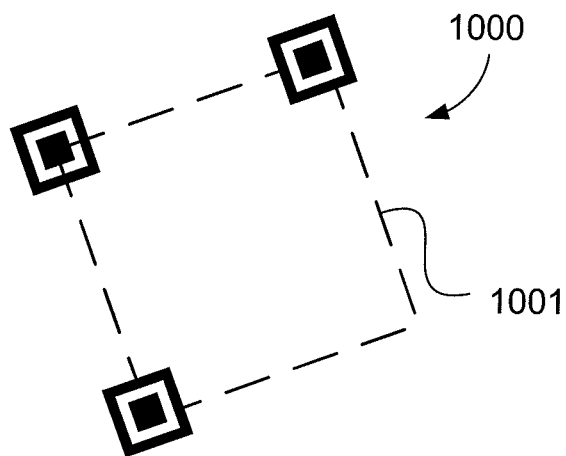
**Fig. 8B**



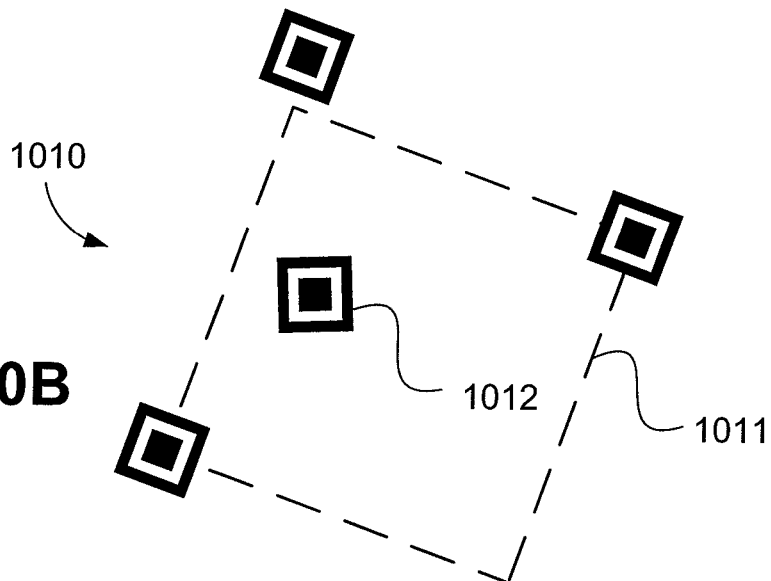
**Fig. 8C**



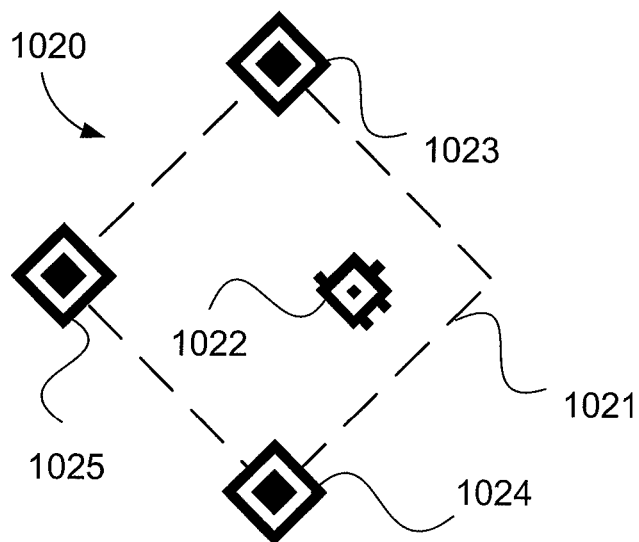
**Fig. 9**



**Fig. 10A**



**Fig. 10B**



**Fig. 10C**

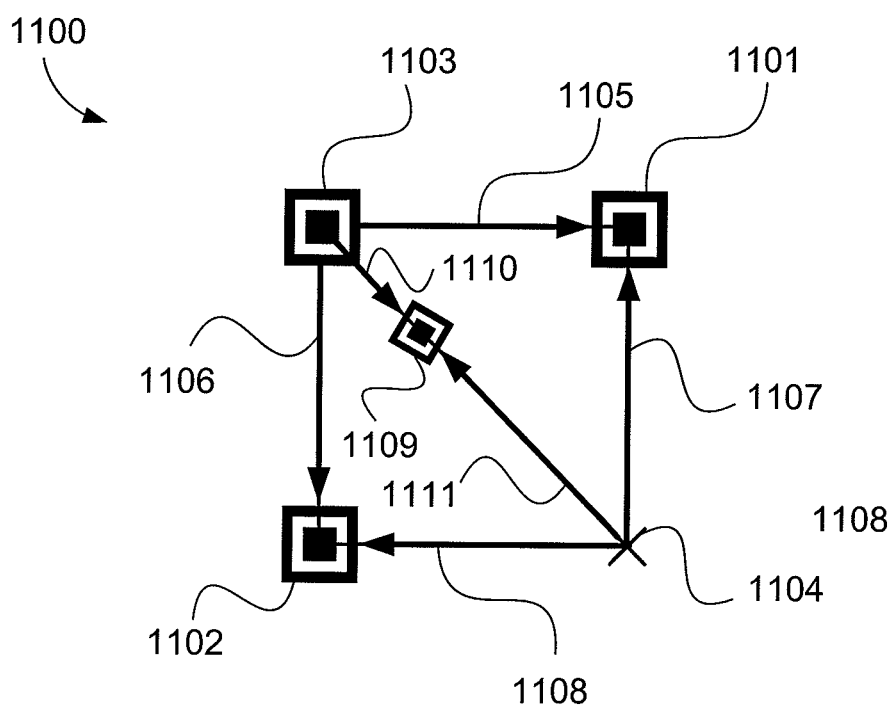
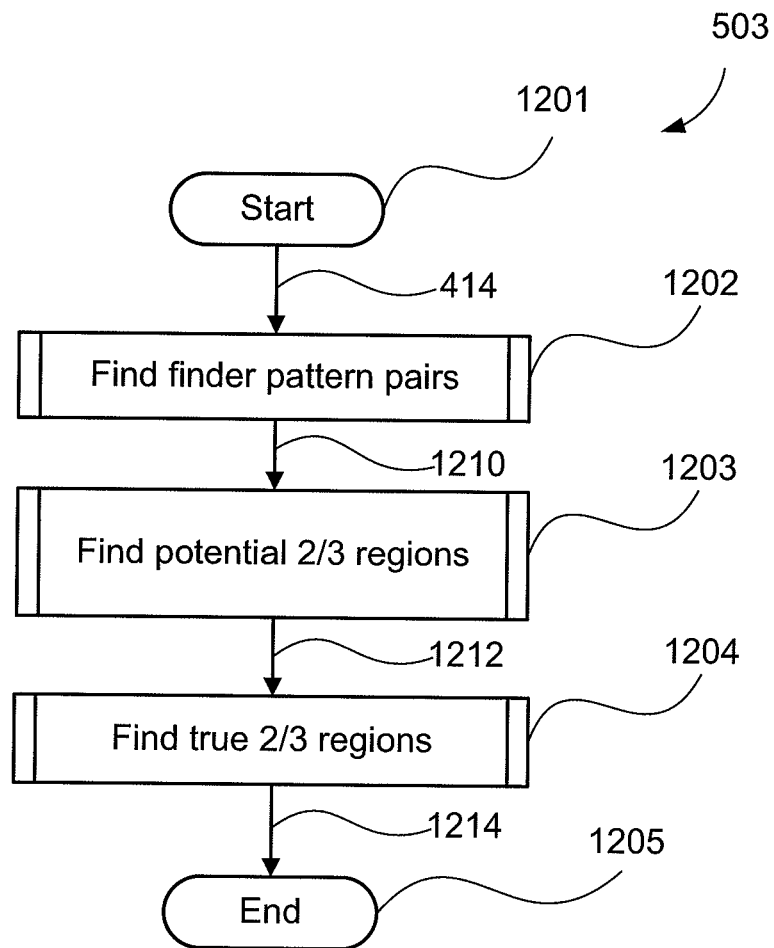
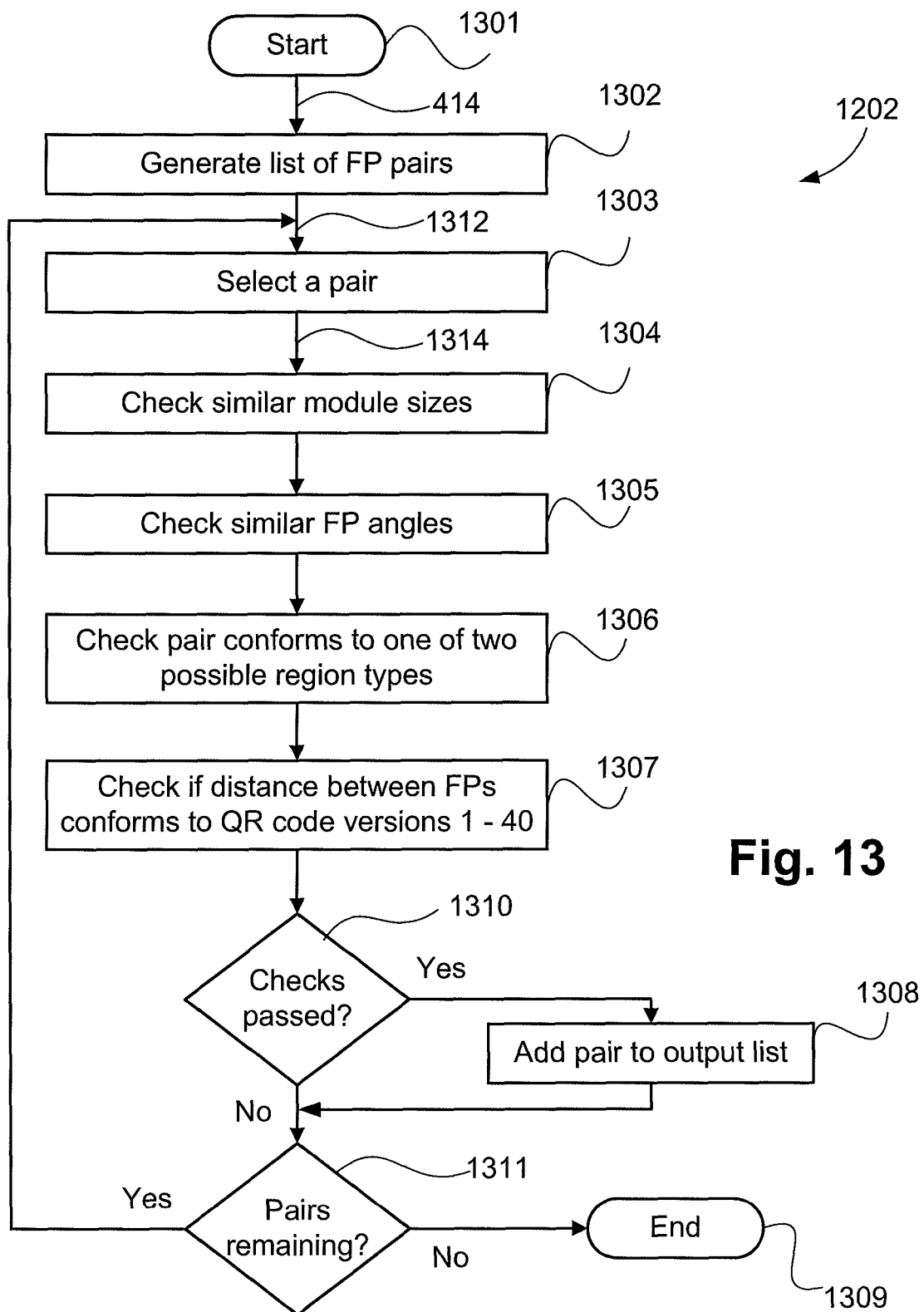


Fig. 11

**Fig. 12**

**Fig. 13**

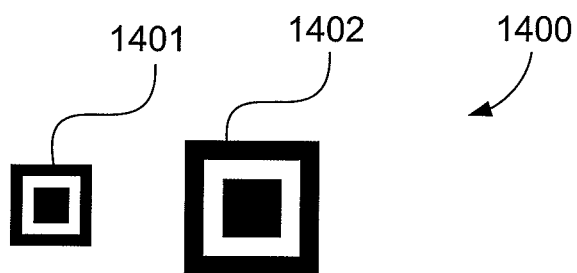


Fig. 14A

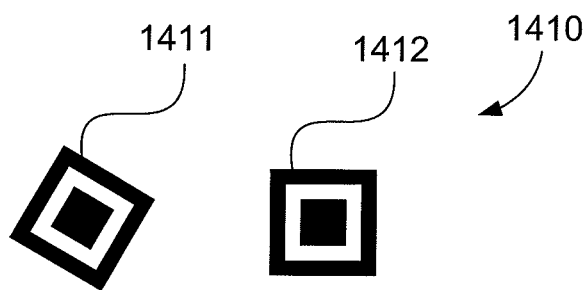
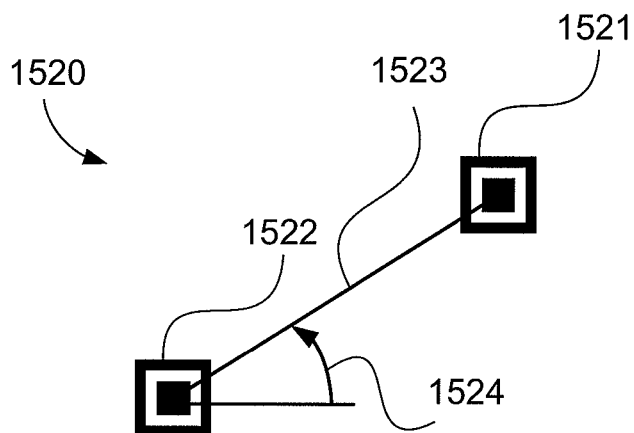
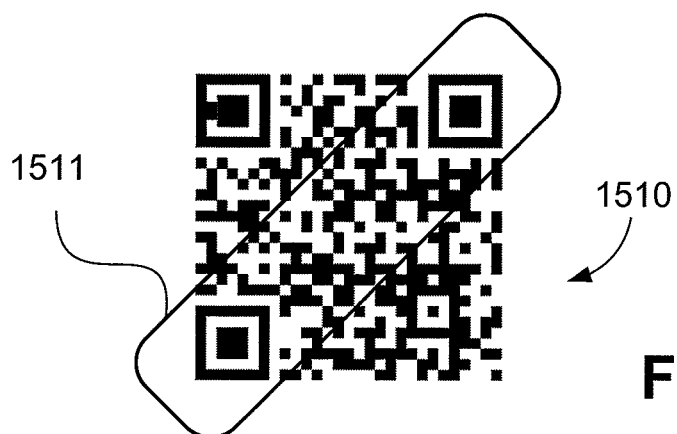
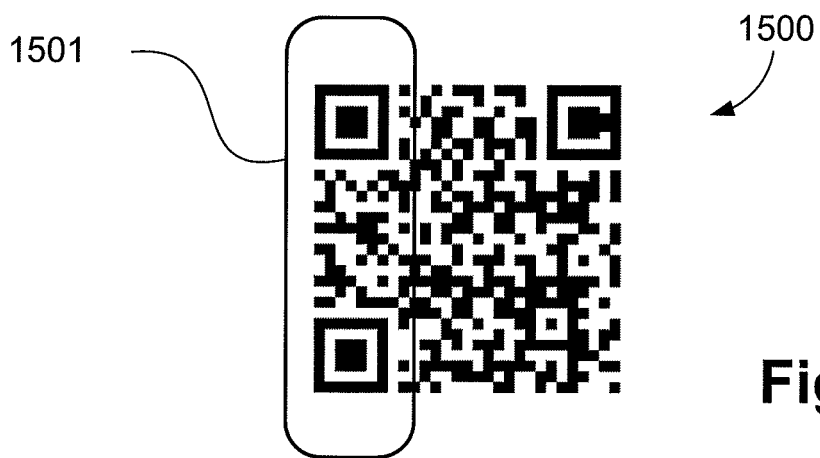
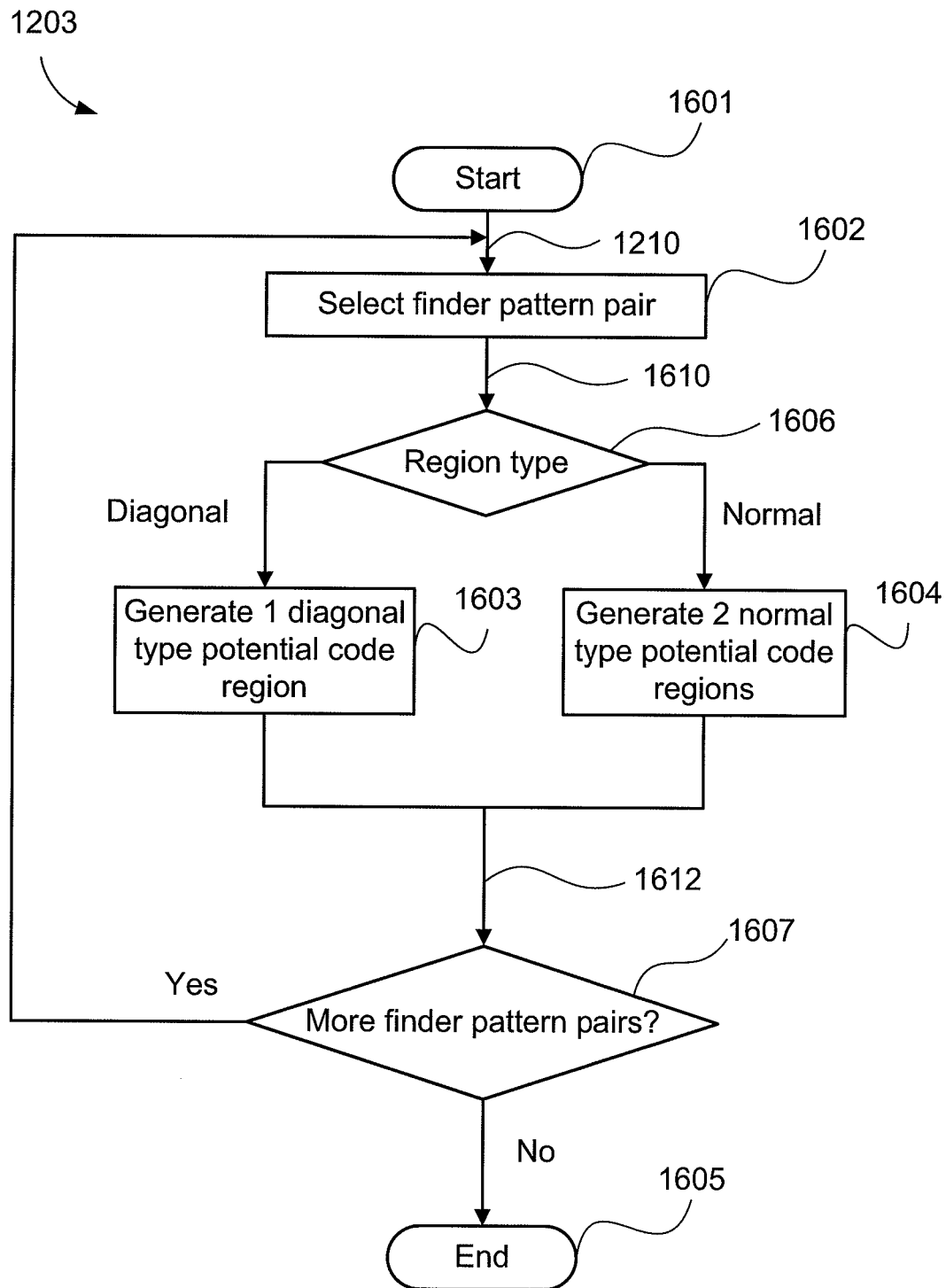
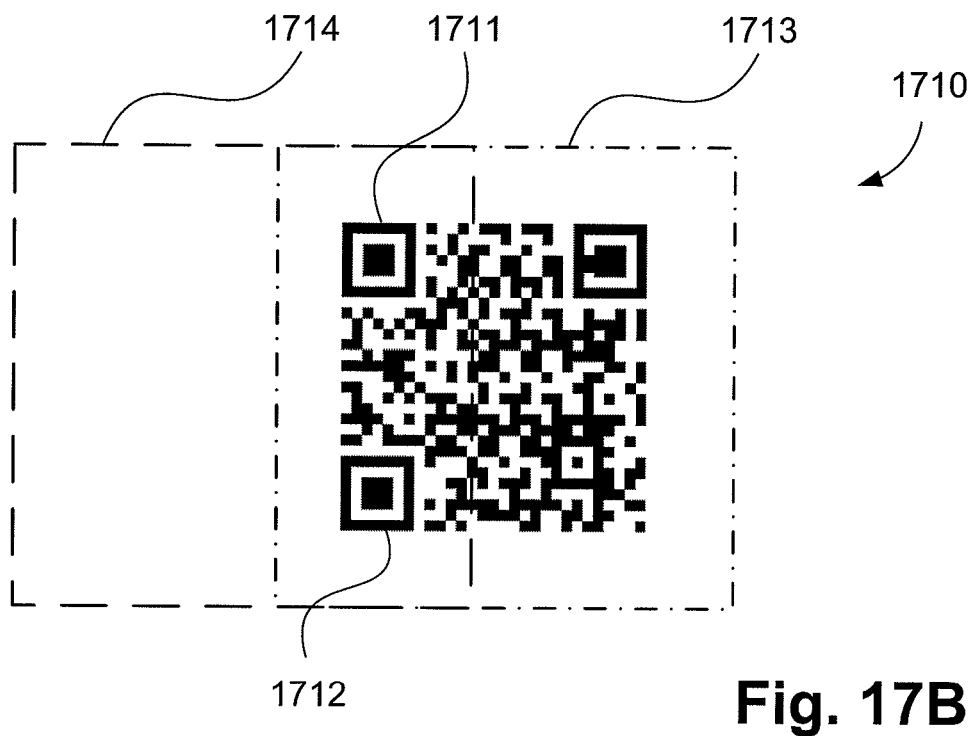
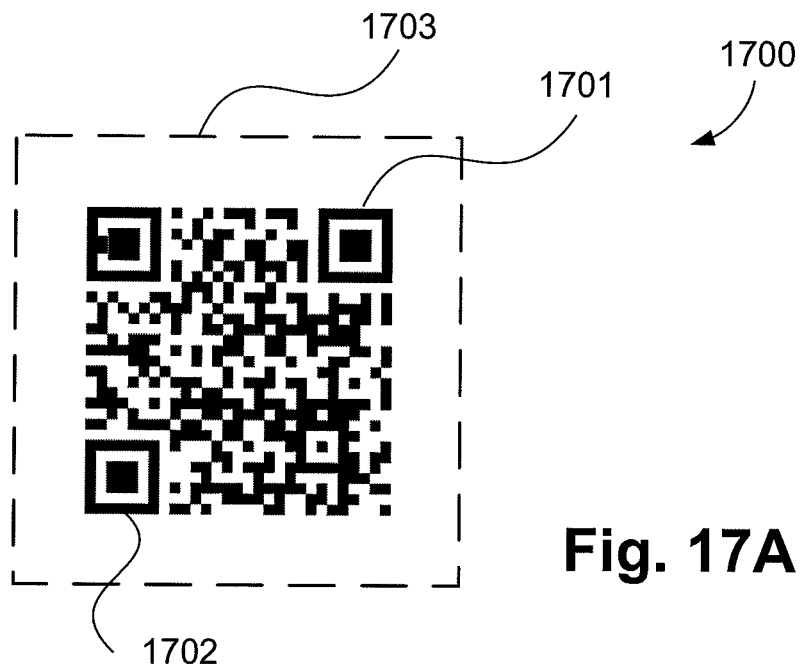


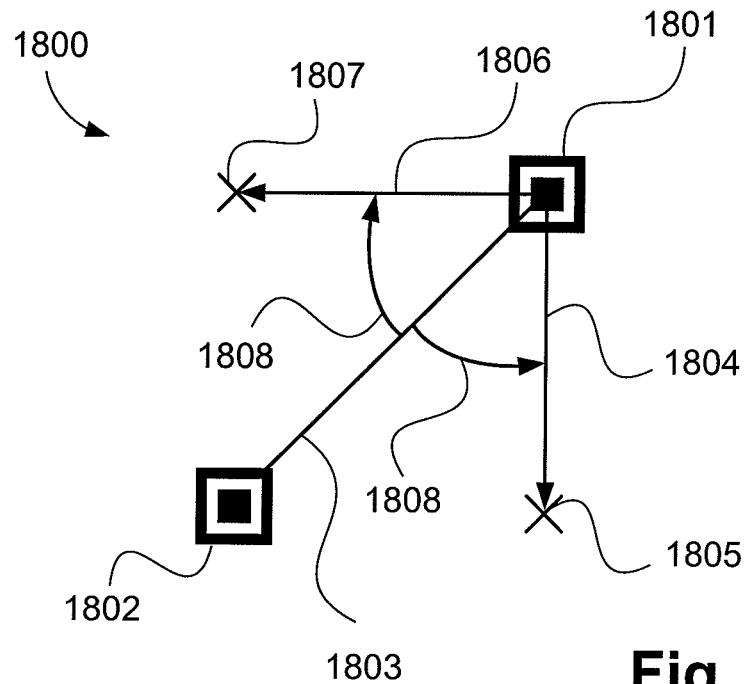
Fig. 14B



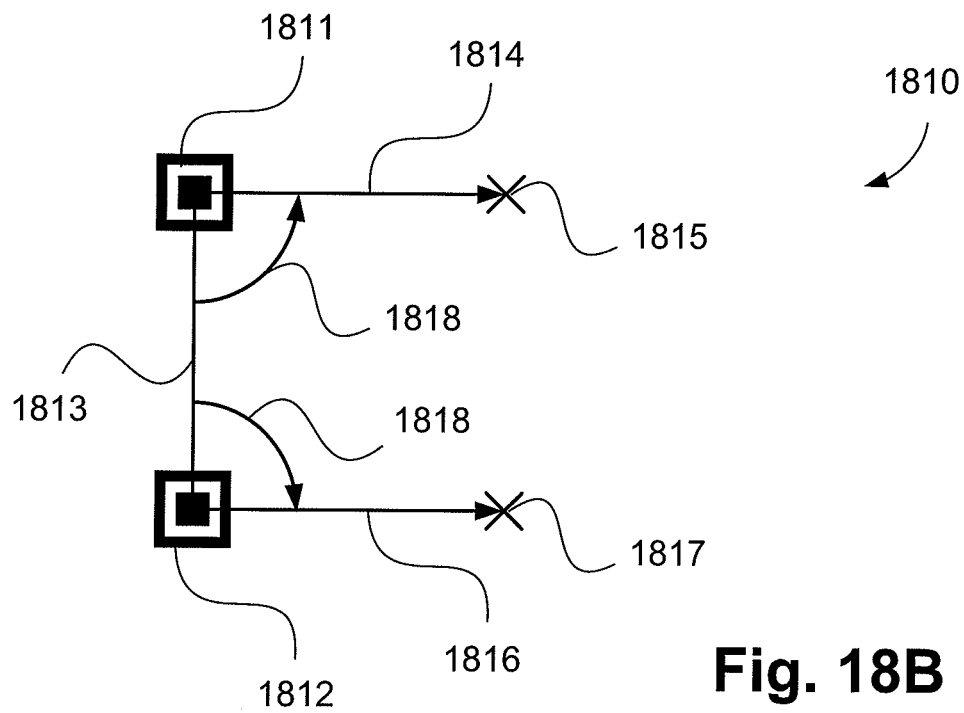
**Fig. 16**



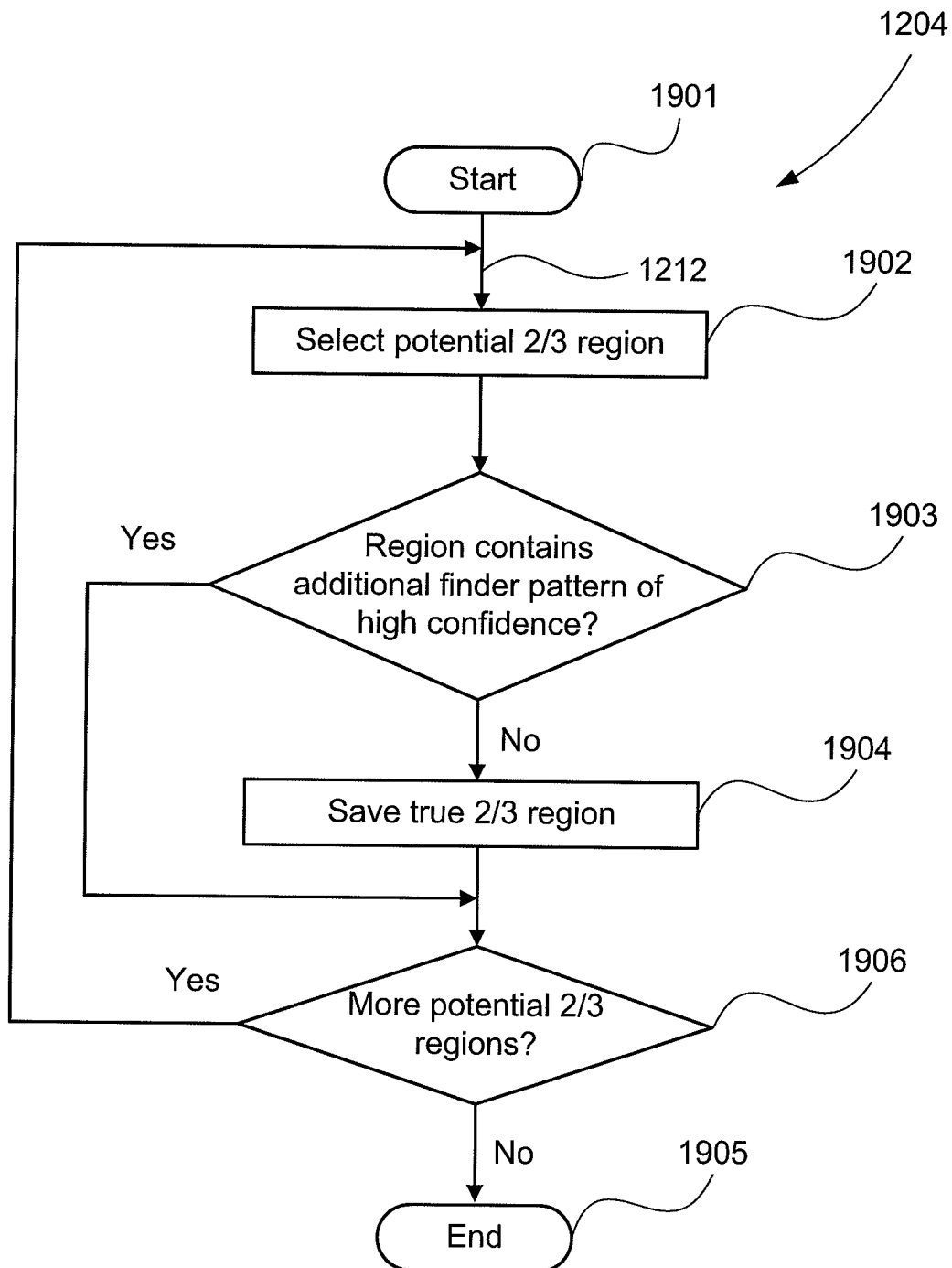


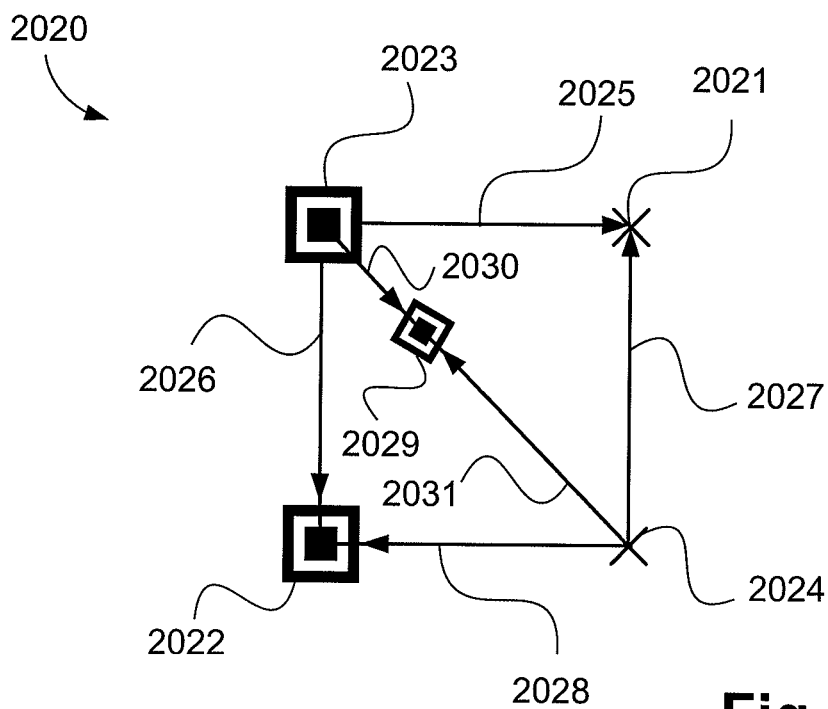
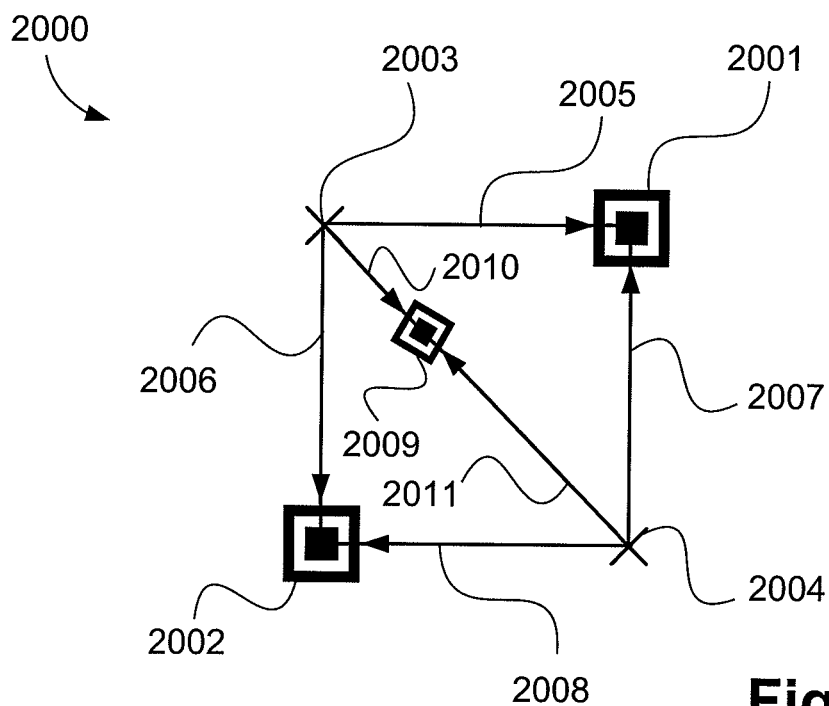


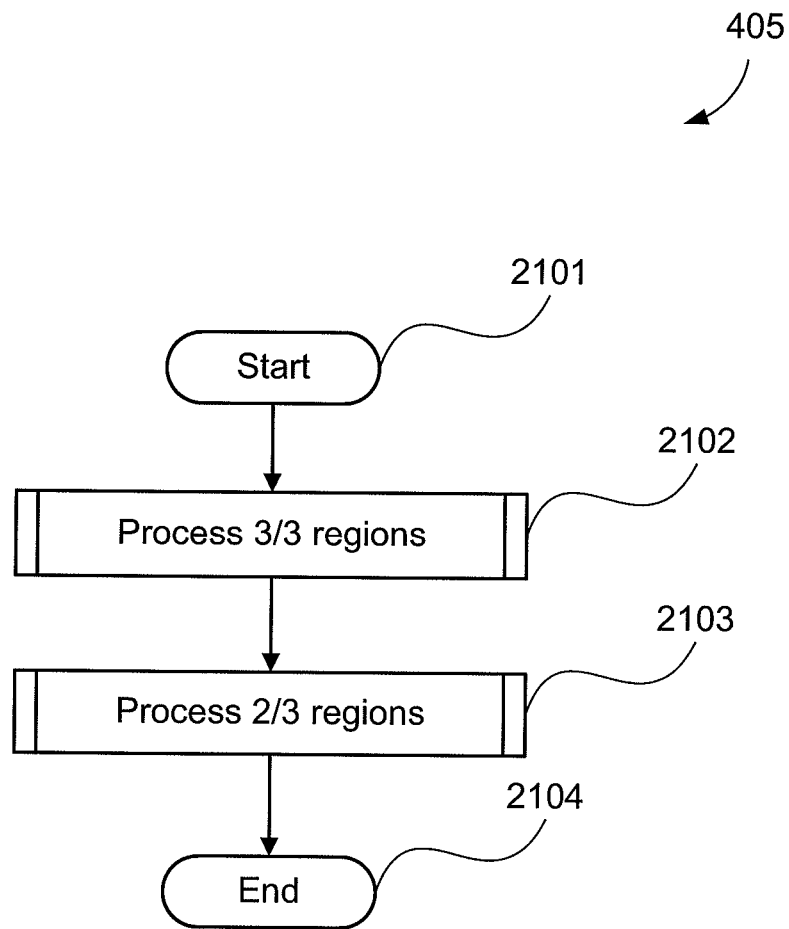
**Fig. 18A**

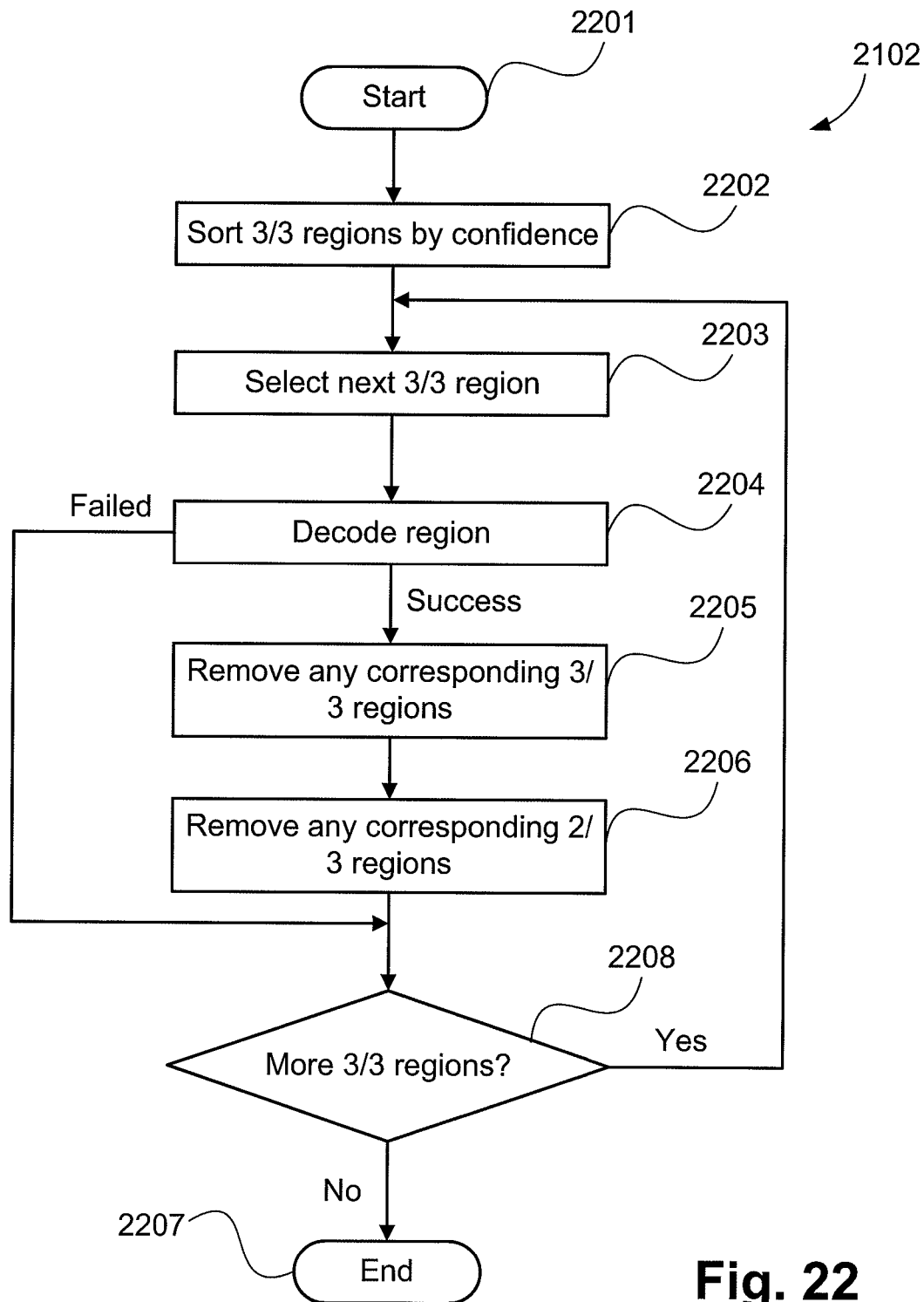


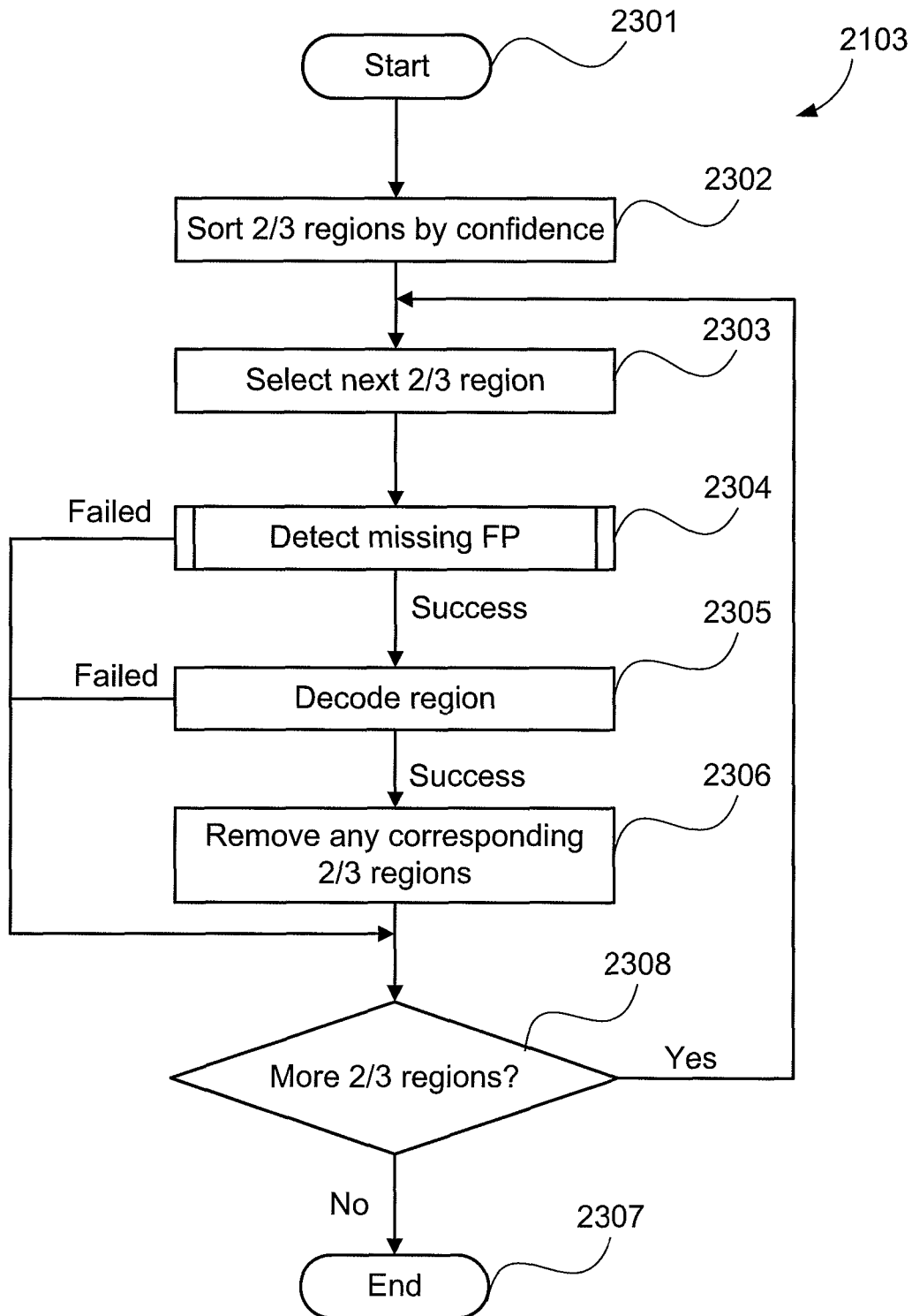
**Fig. 18B**

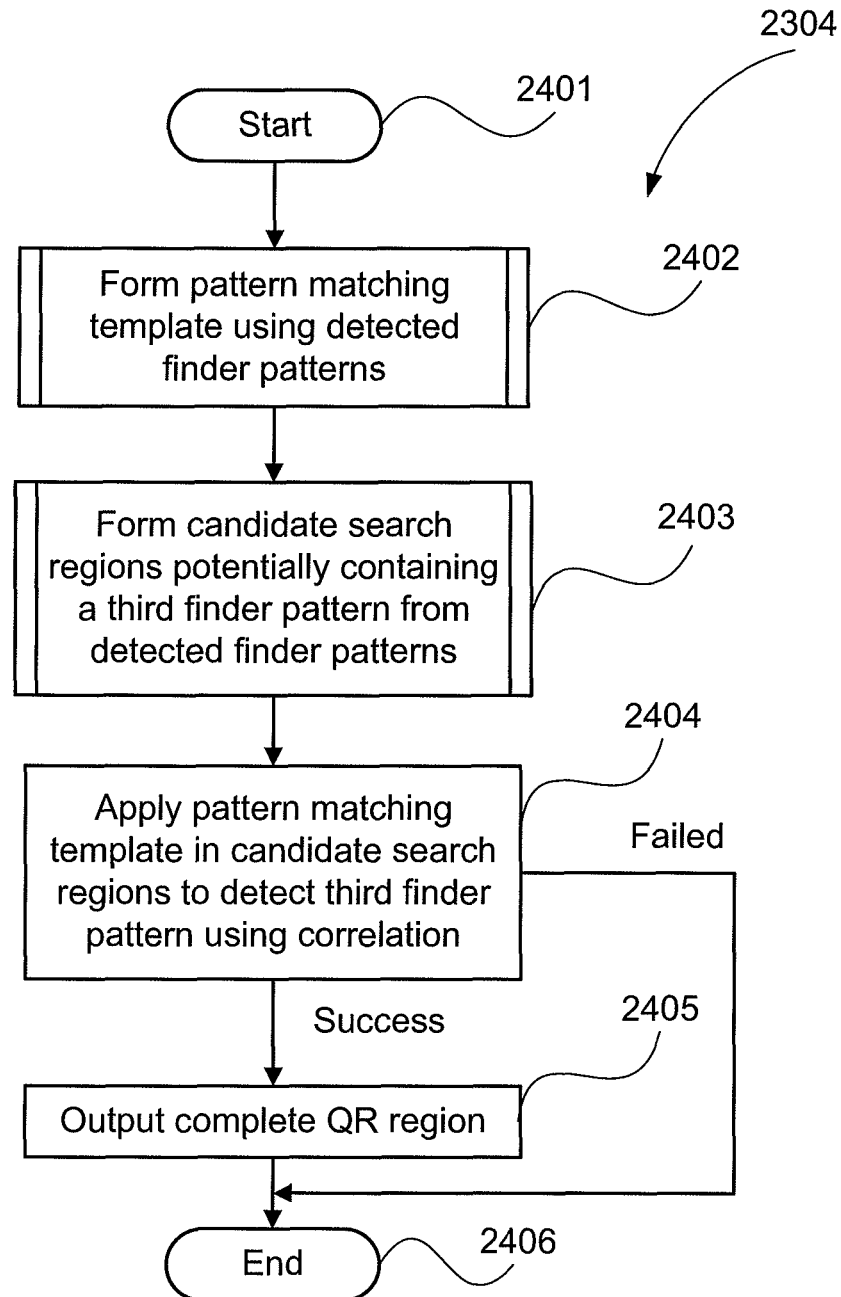
**Fig. 19**



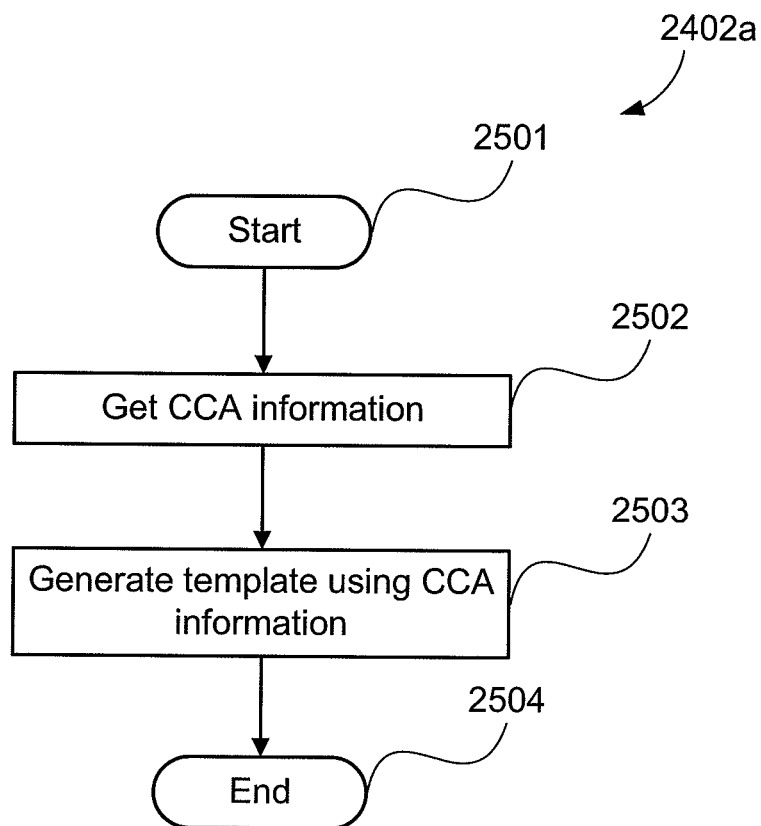
**Fig. 21**

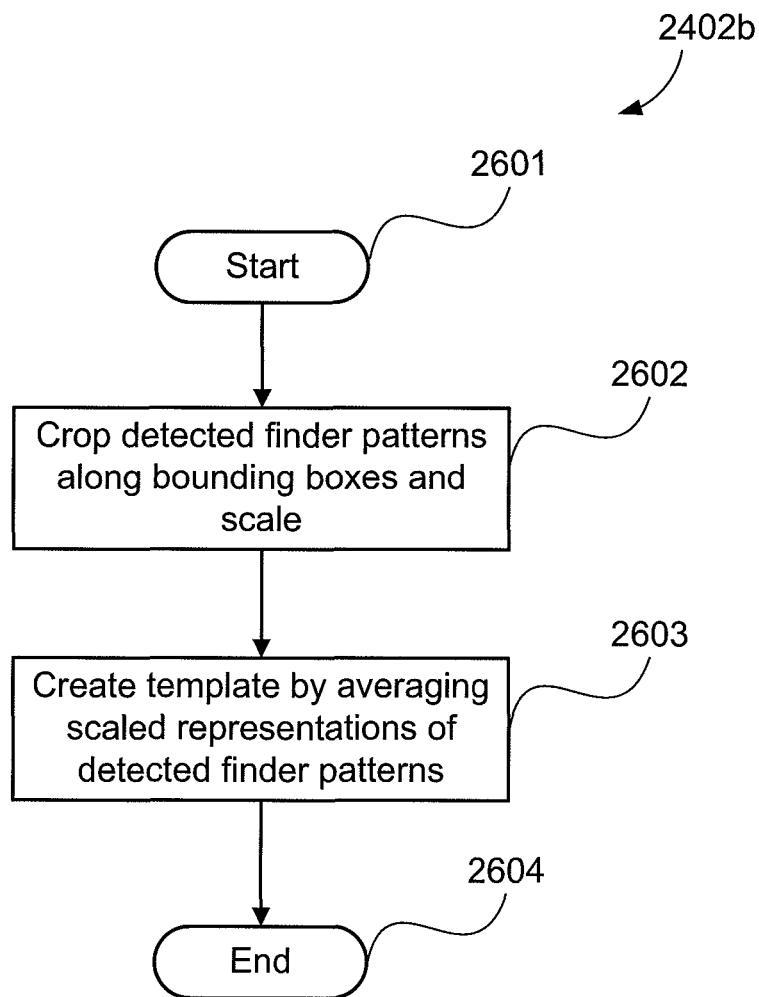
**Fig. 22**

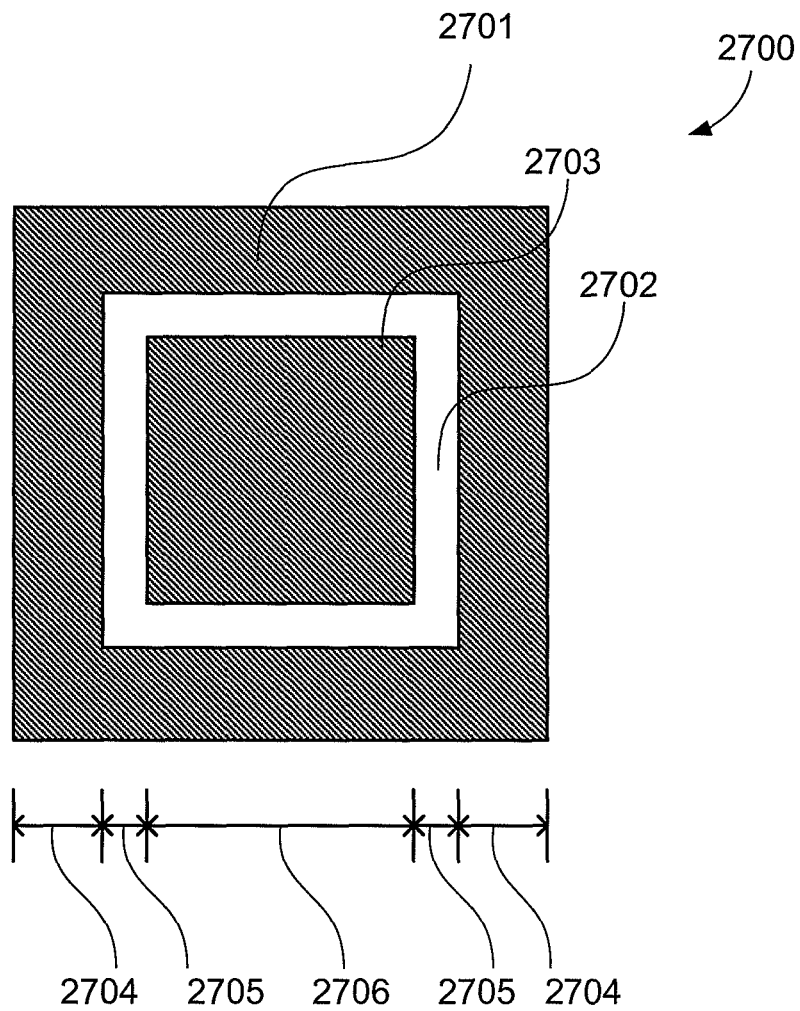
**Fig. 23**

**Fig. 24**

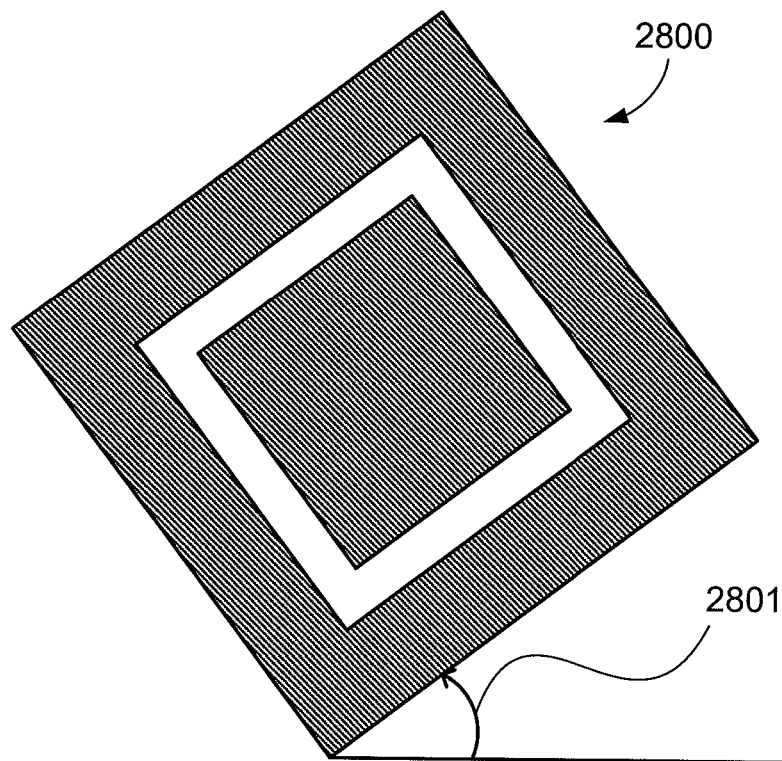


**Fig. 25**

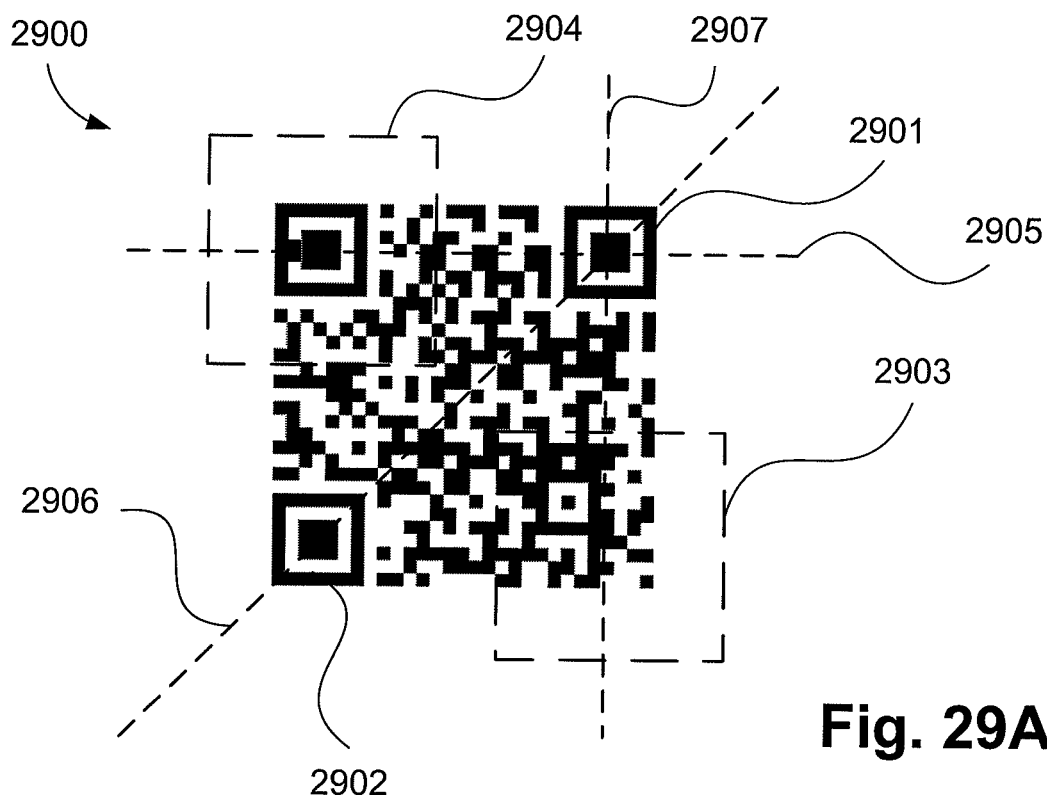
**Fig. 26**



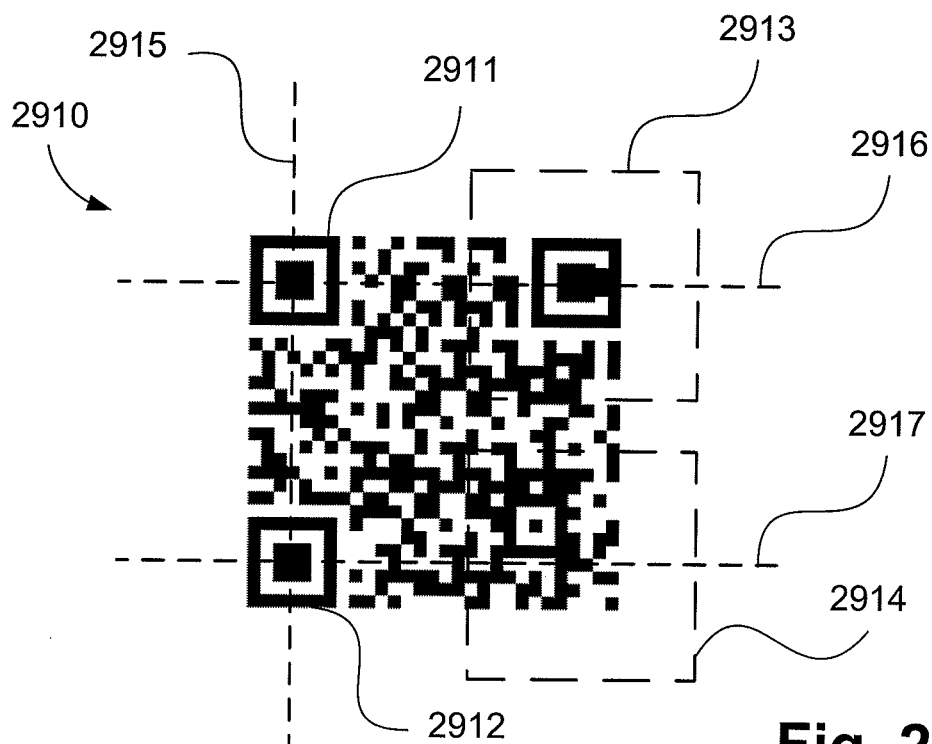
**Fig. 27**



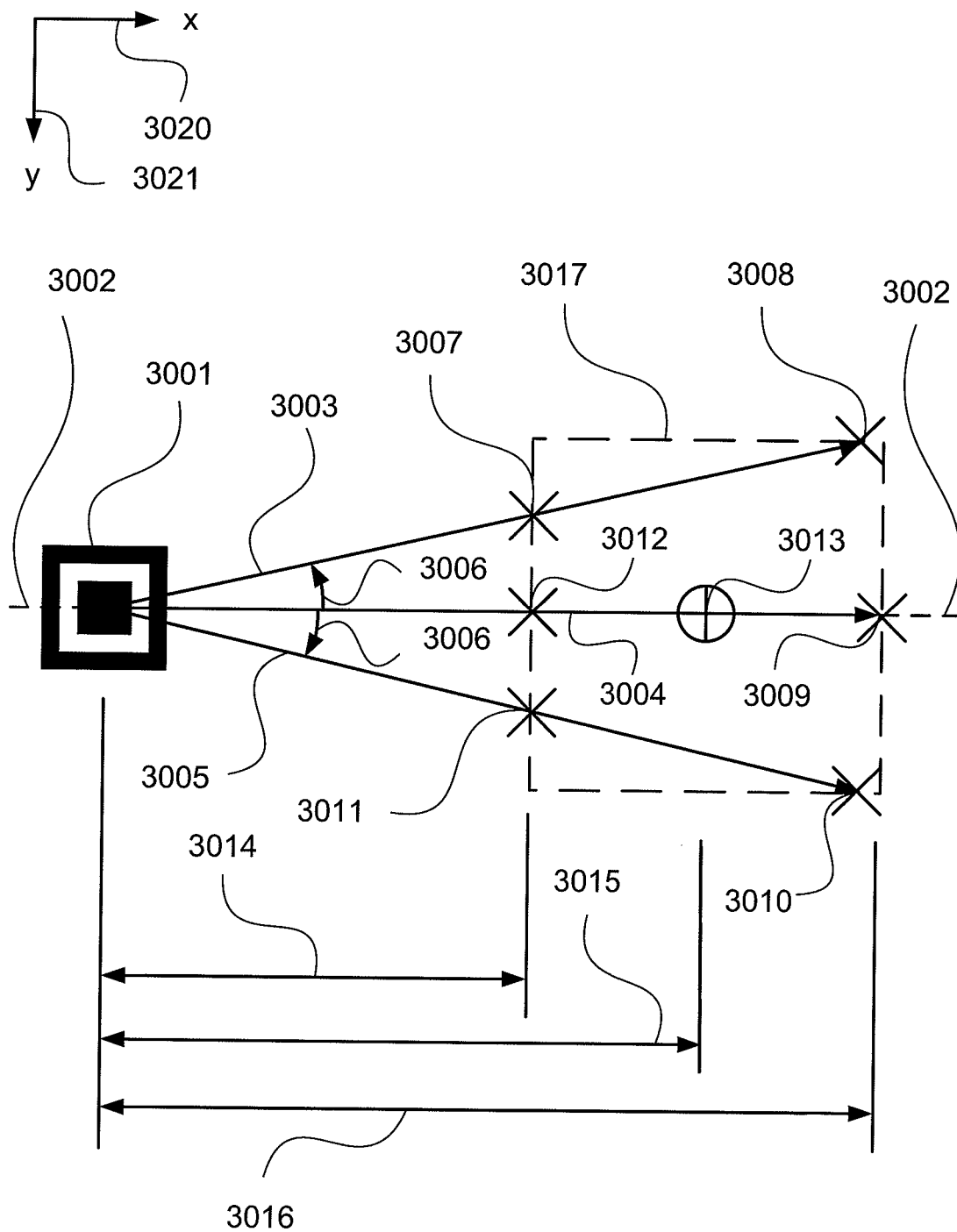
**Fig. 28**



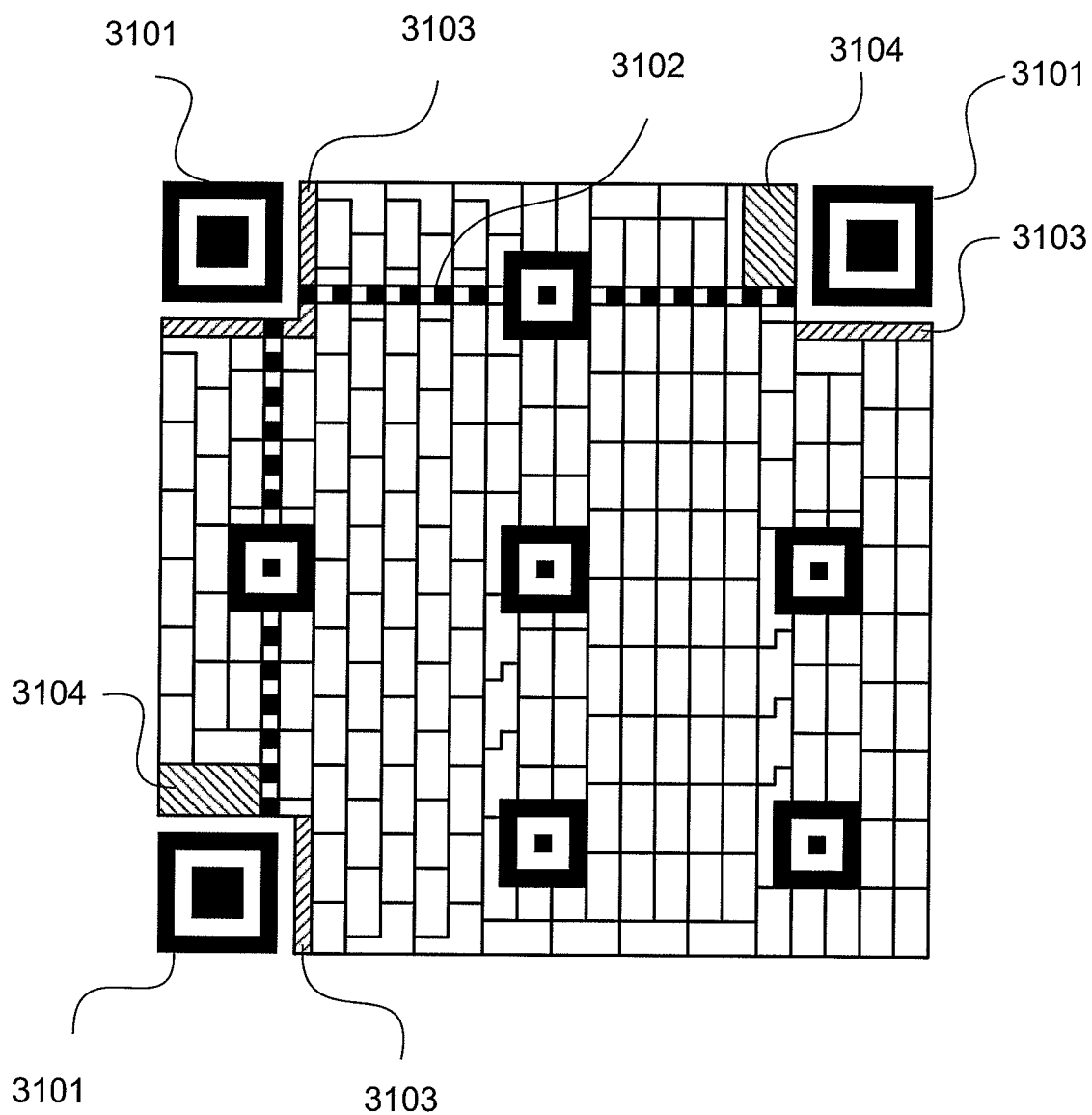
**Fig. 29A**



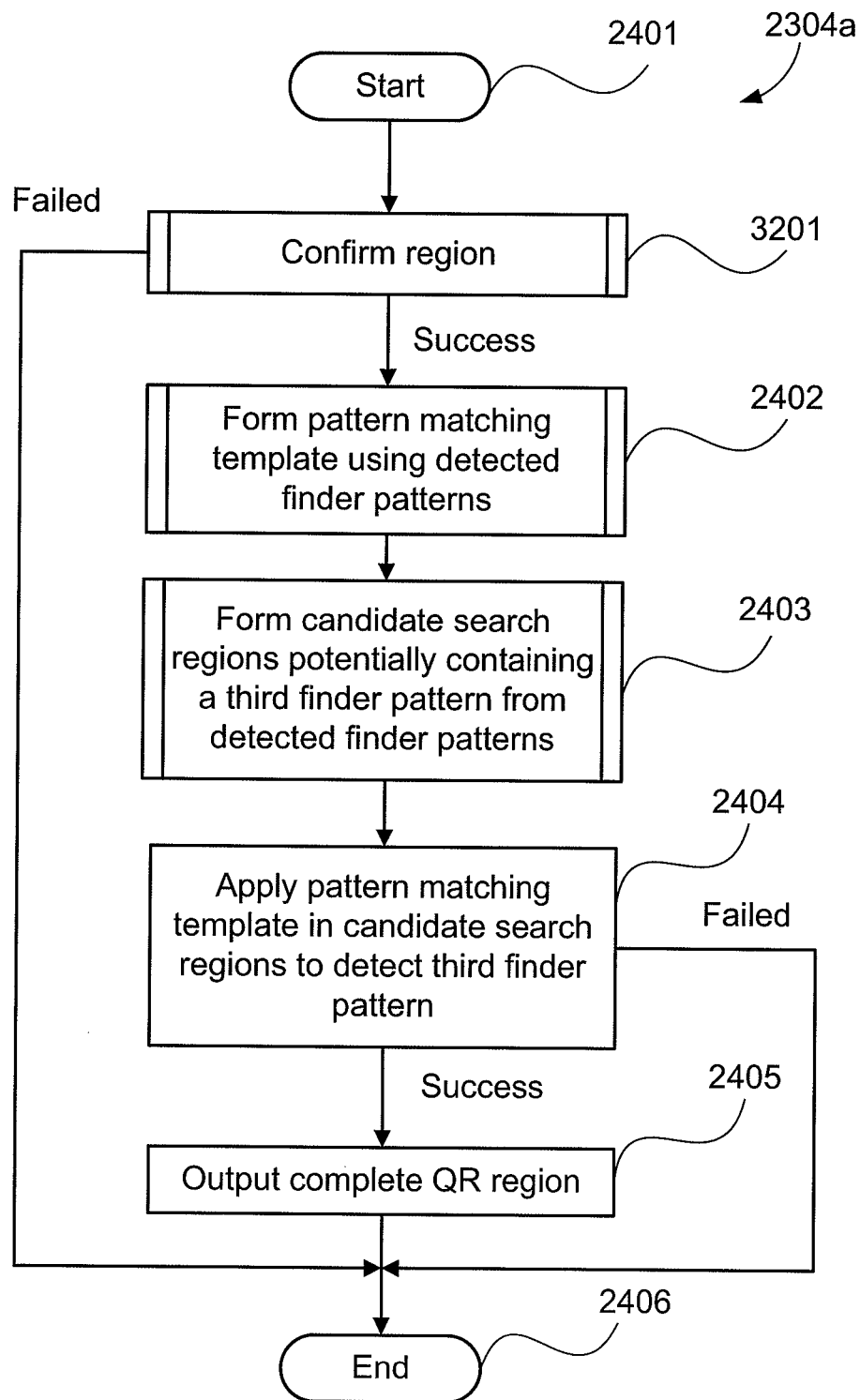
**Fig. 29B**



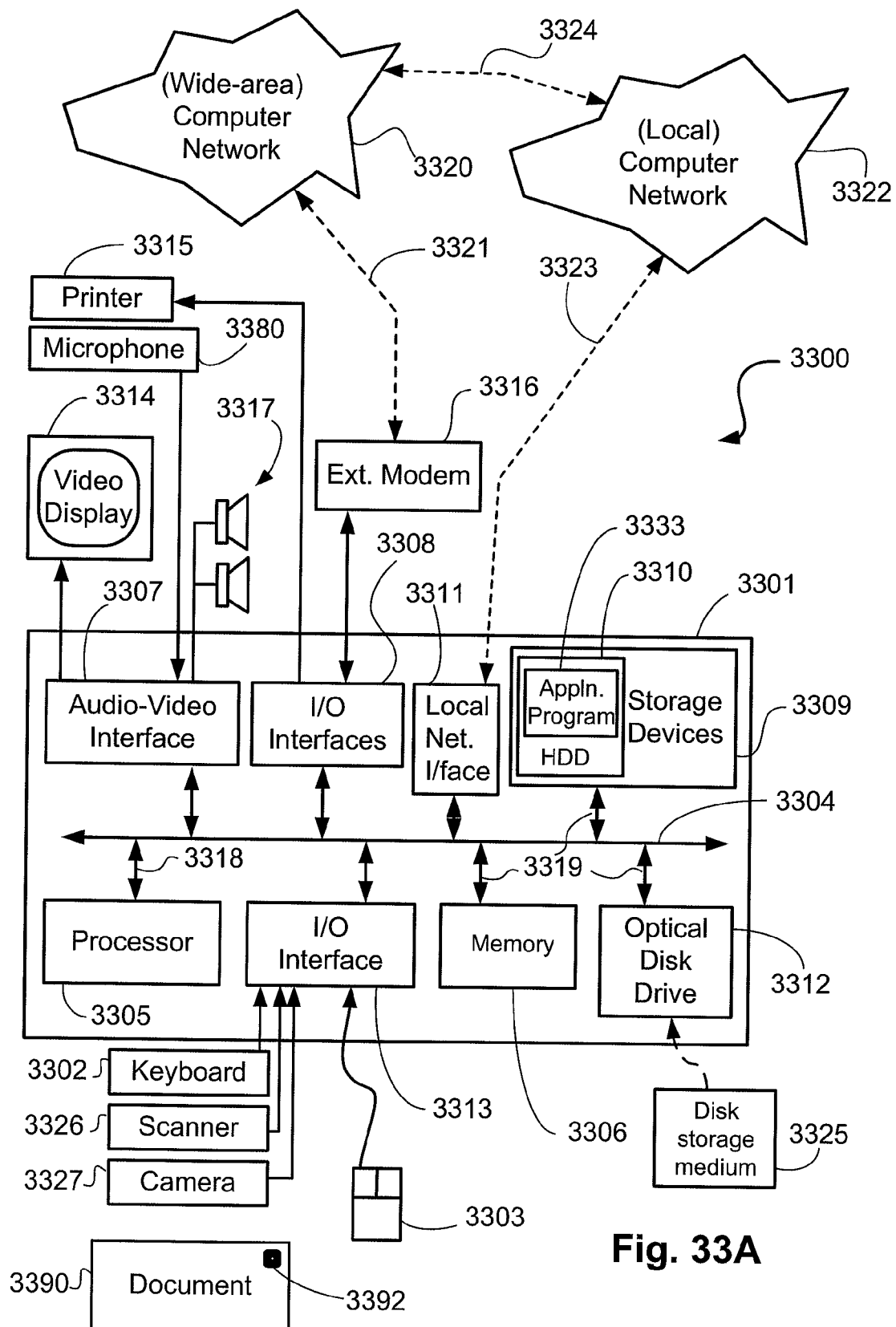
**Fig. 30**

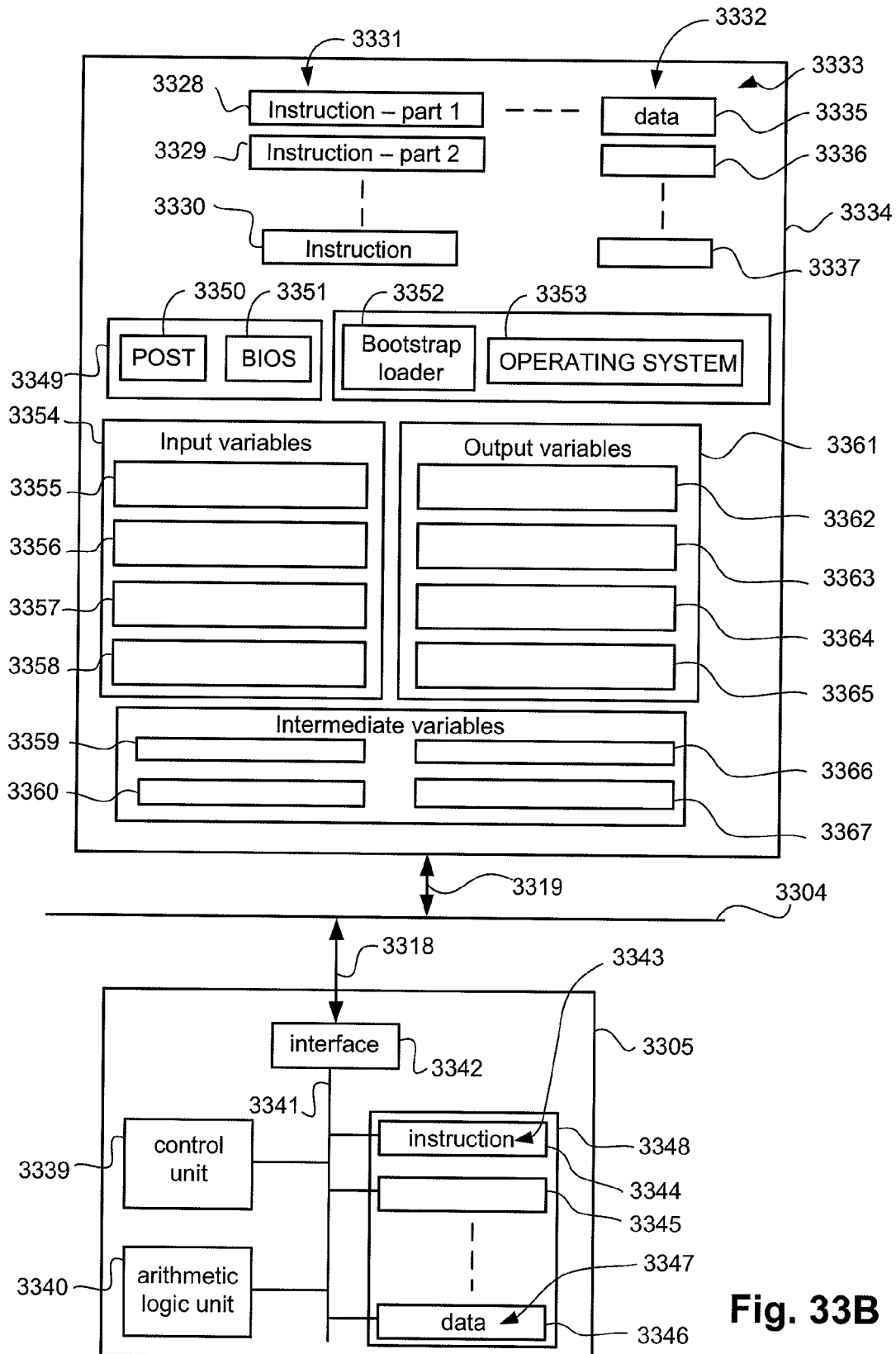


**Fig. 31**

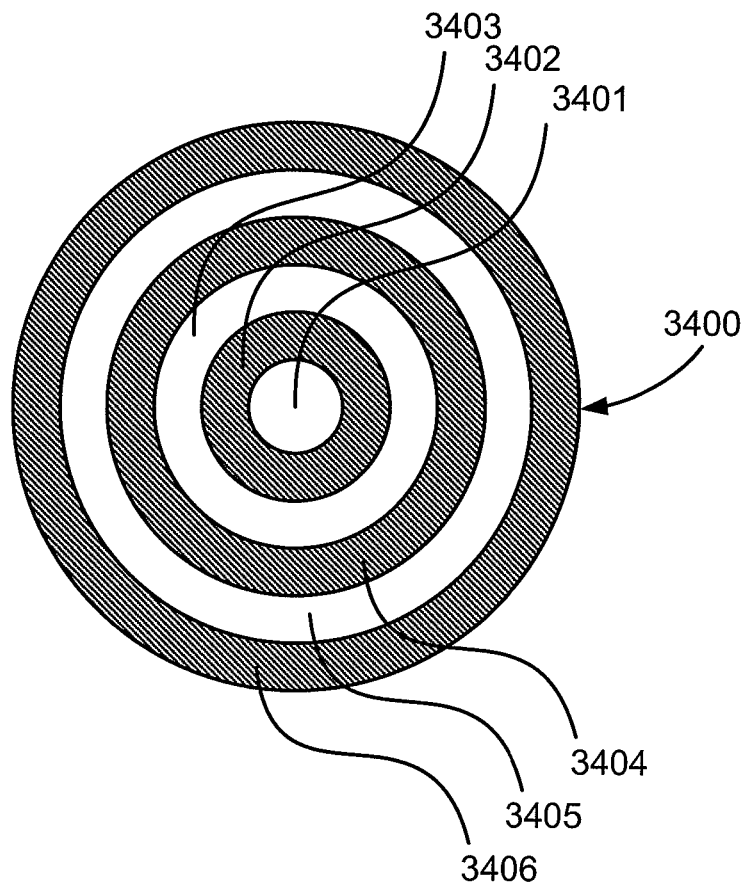
**Fig. 32**



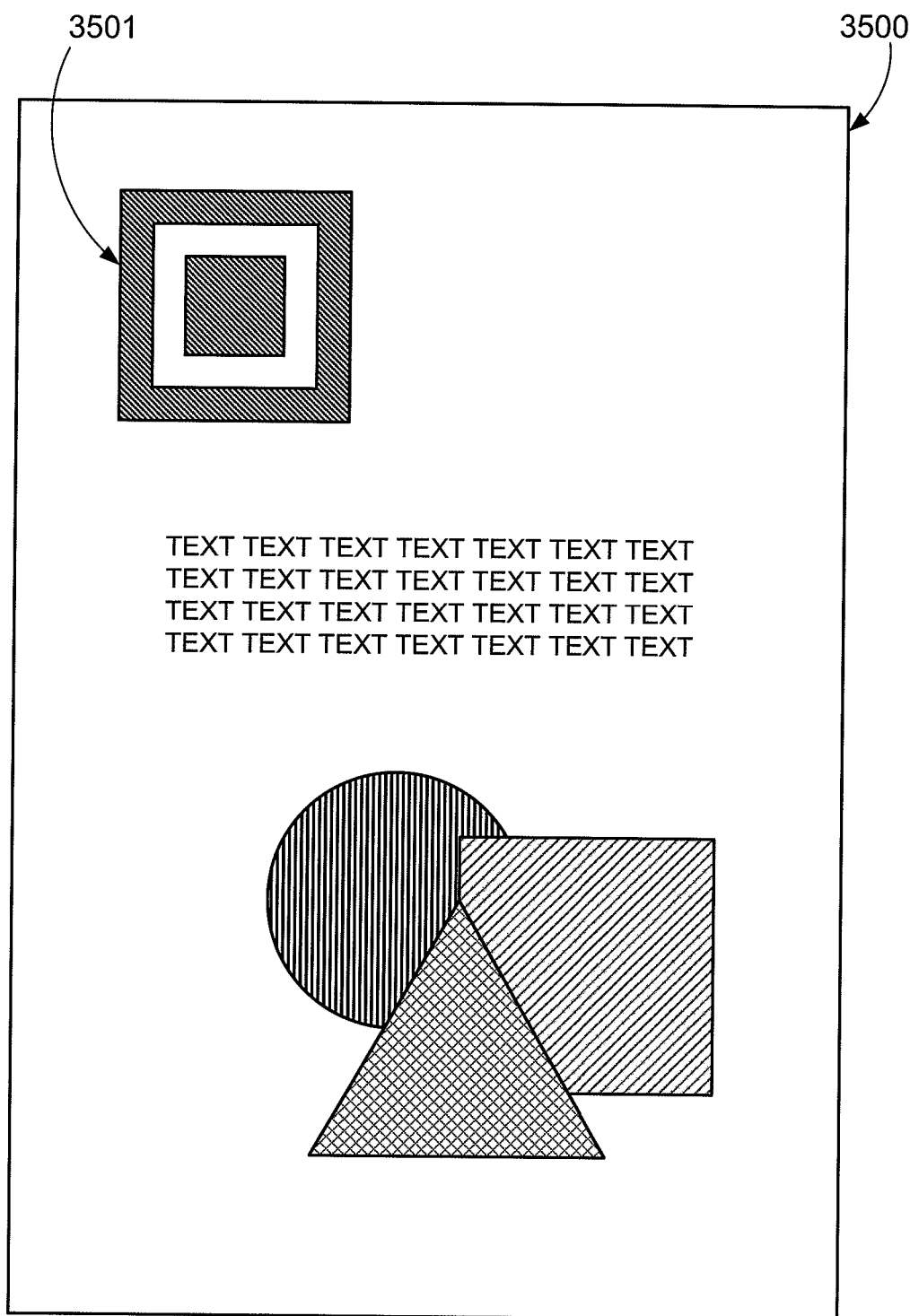




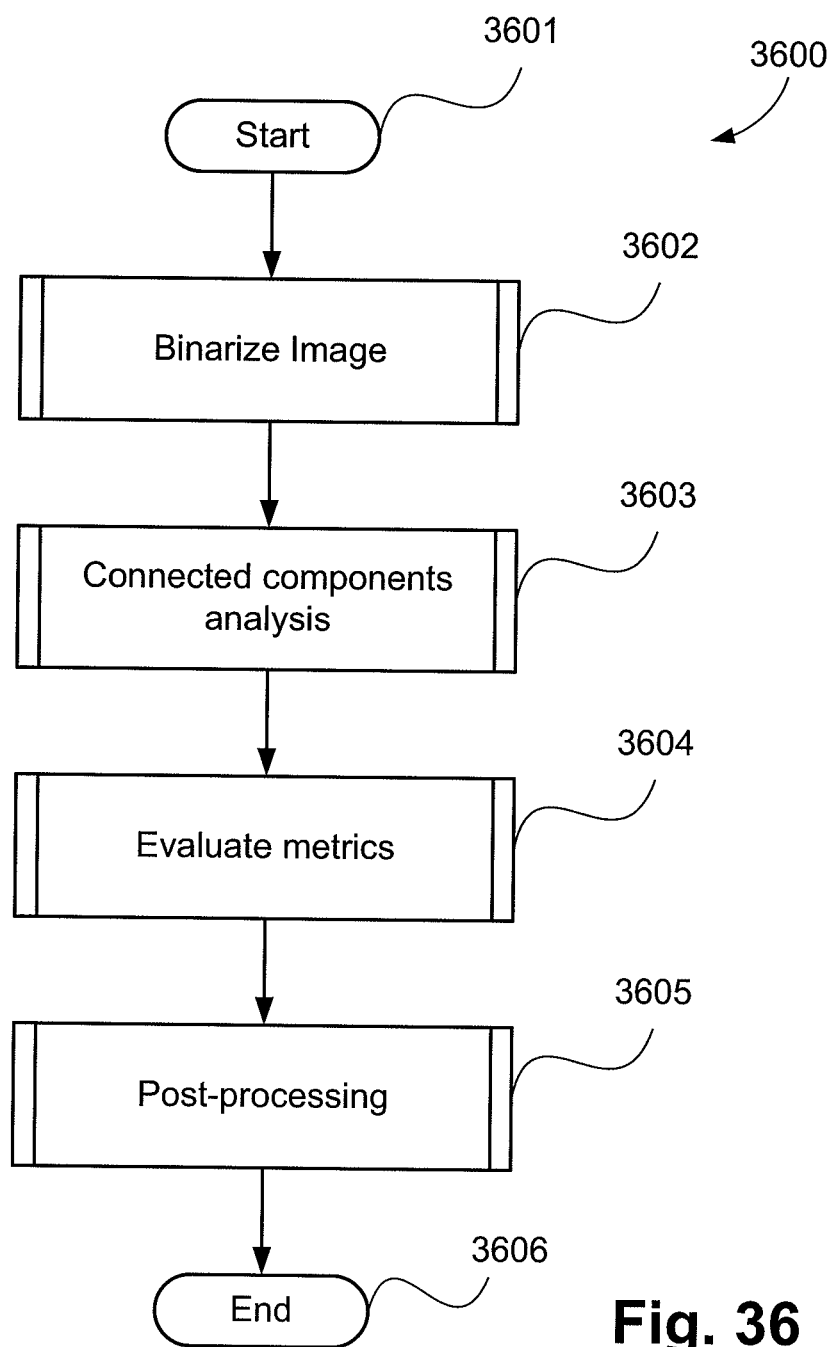
**Fig. 33B**

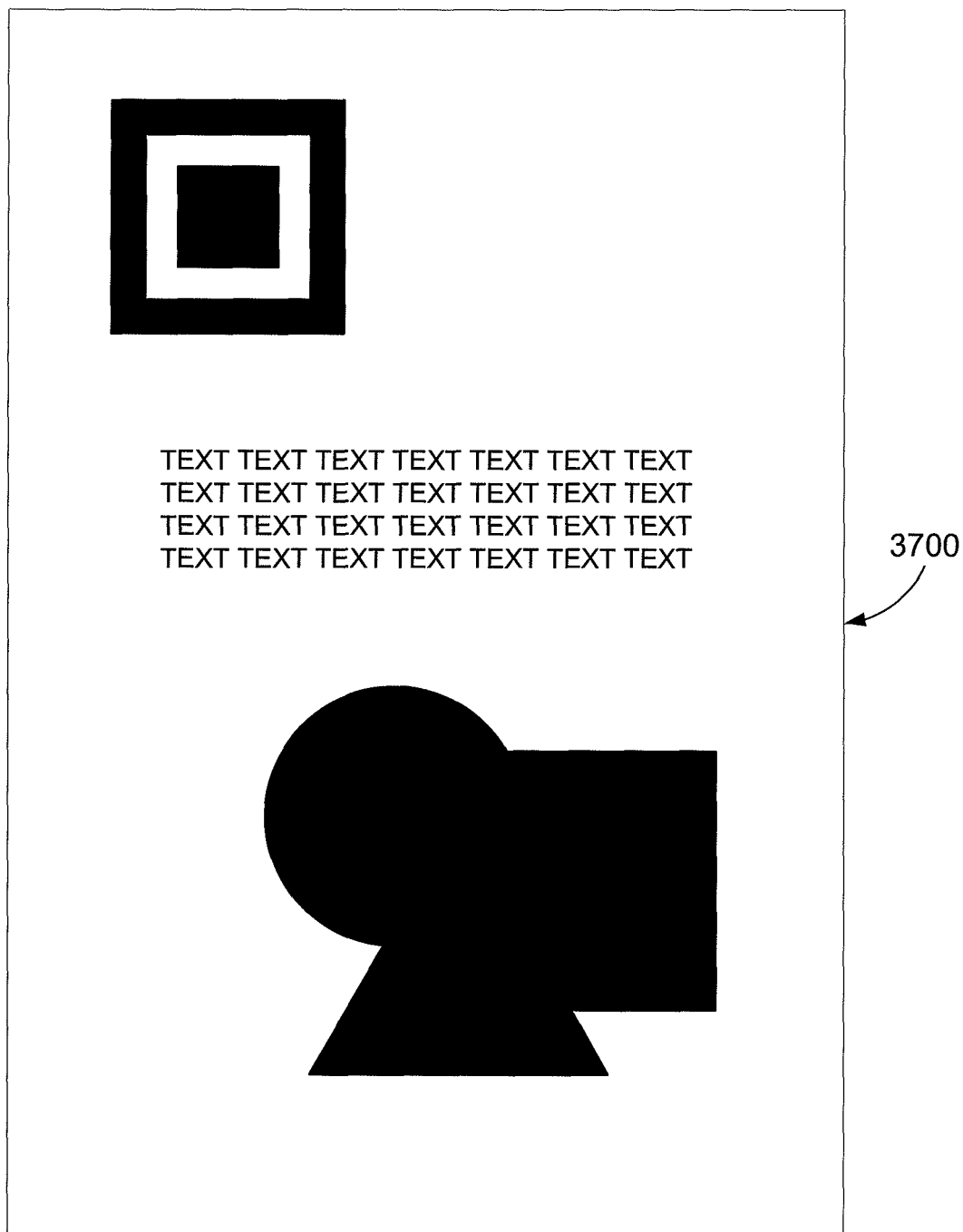


**Fig. 34**

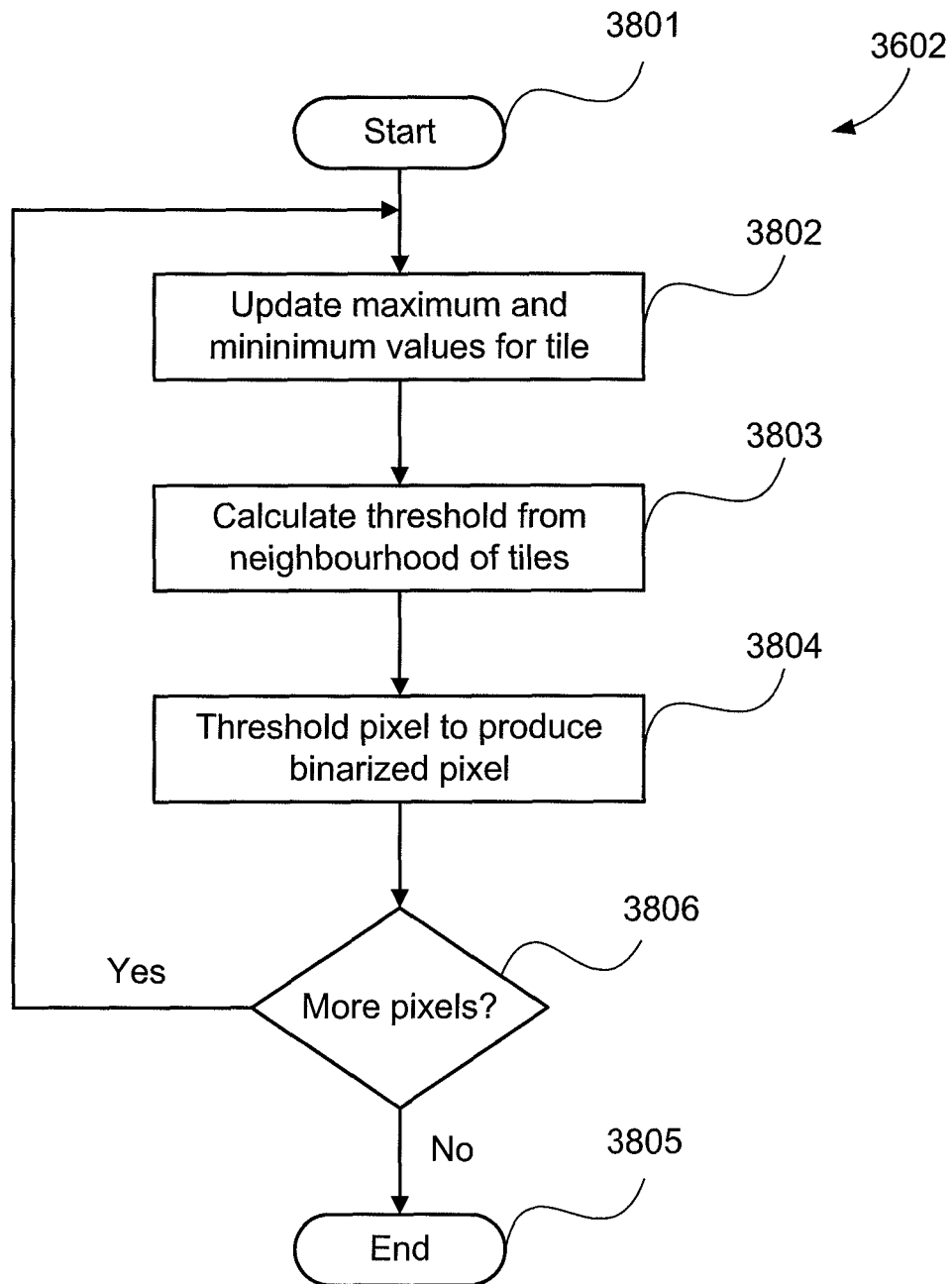


**Fig. 35**

**Fig. 36**



**Fig. 37**

**Fig. 38**

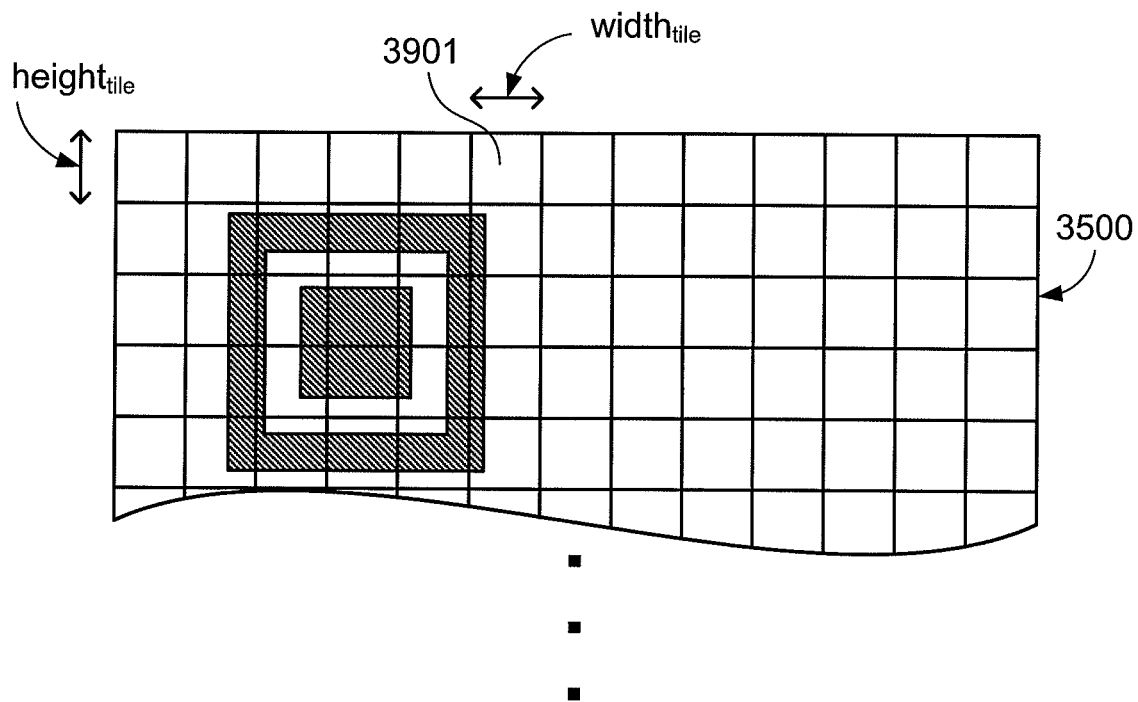


Fig. 39

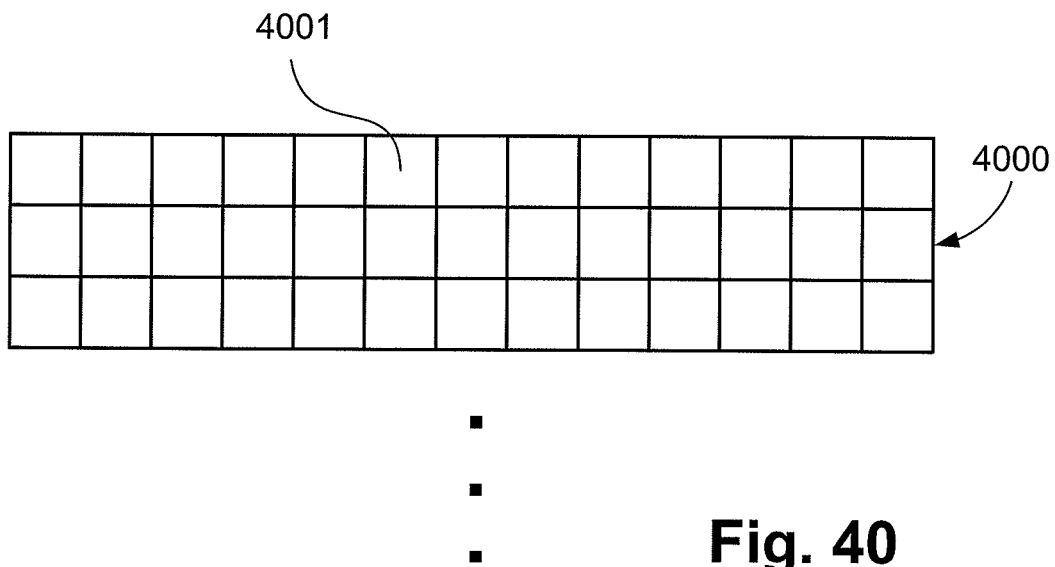
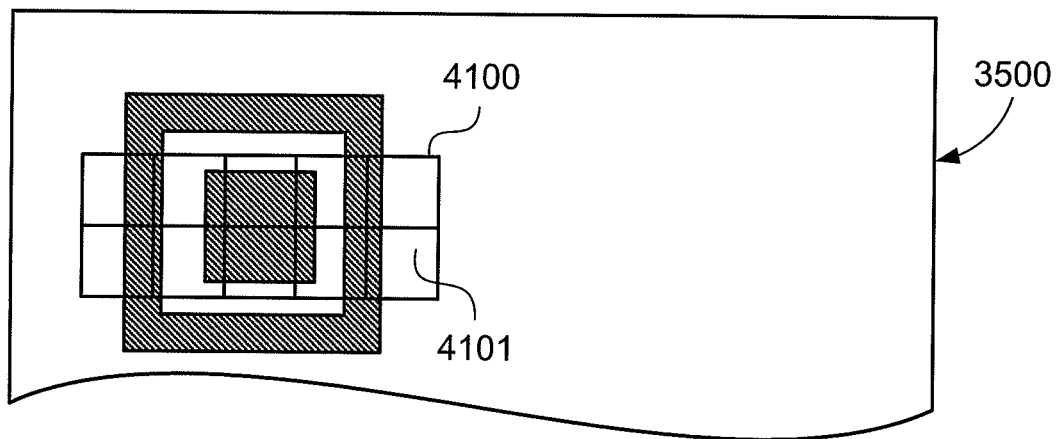
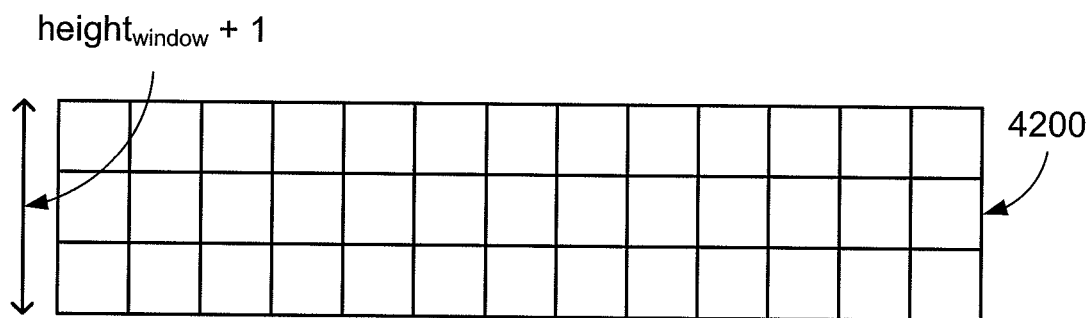


Fig. 40

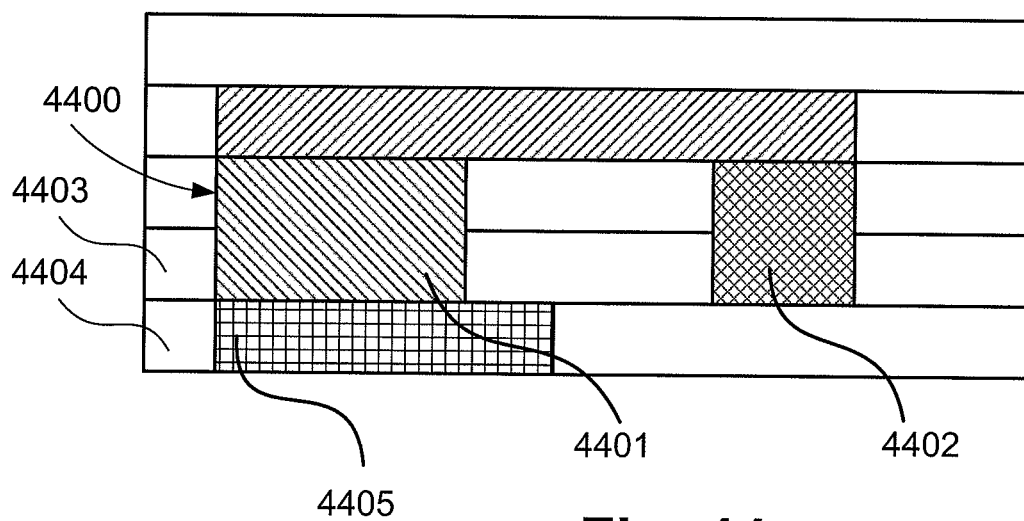




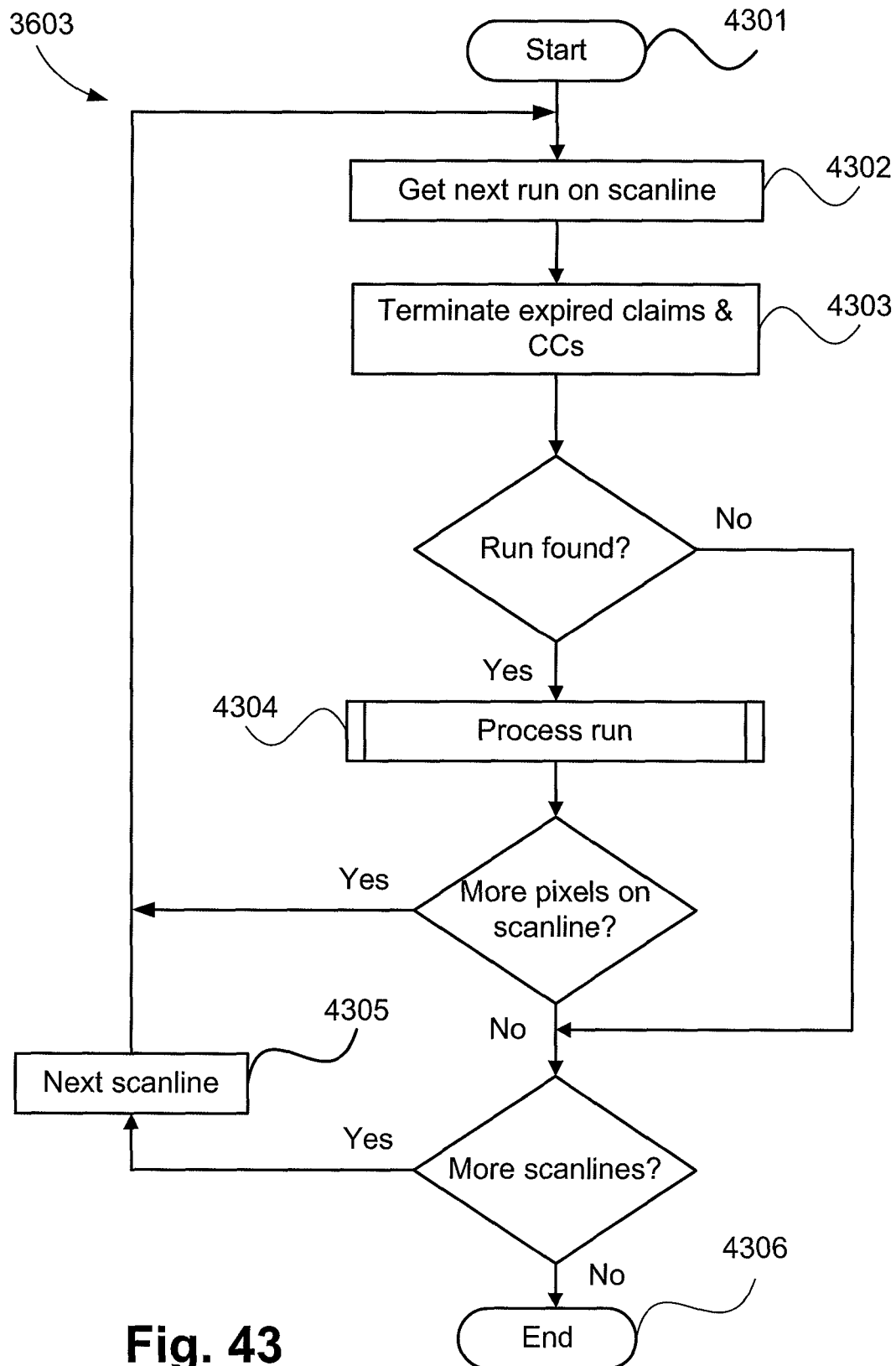
**Fig. 41**

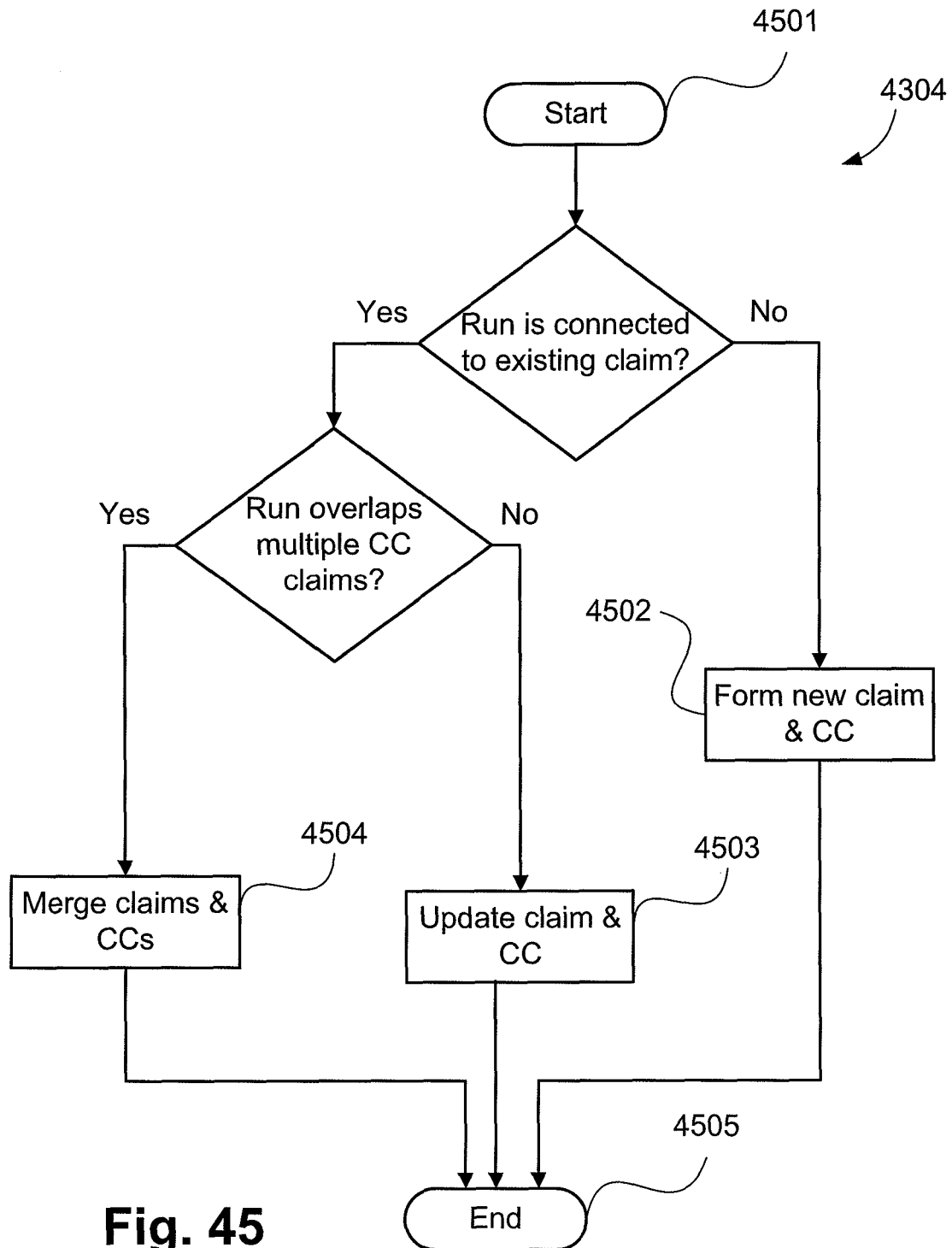


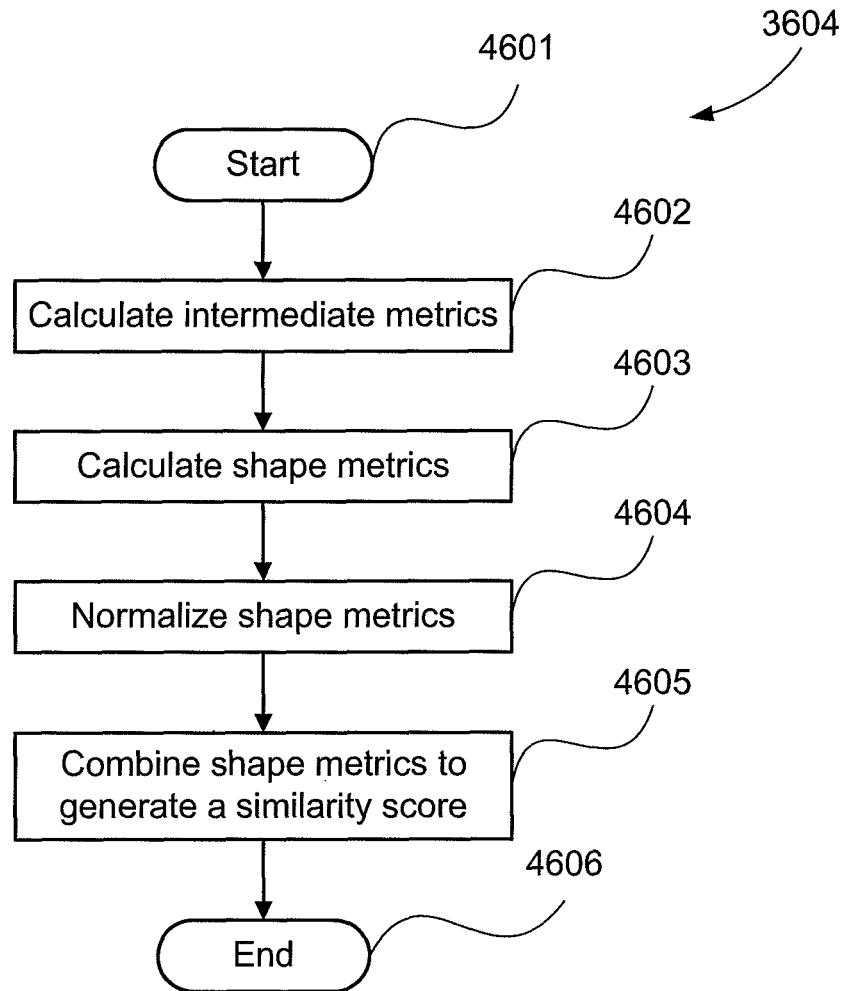
**Fig. 42**

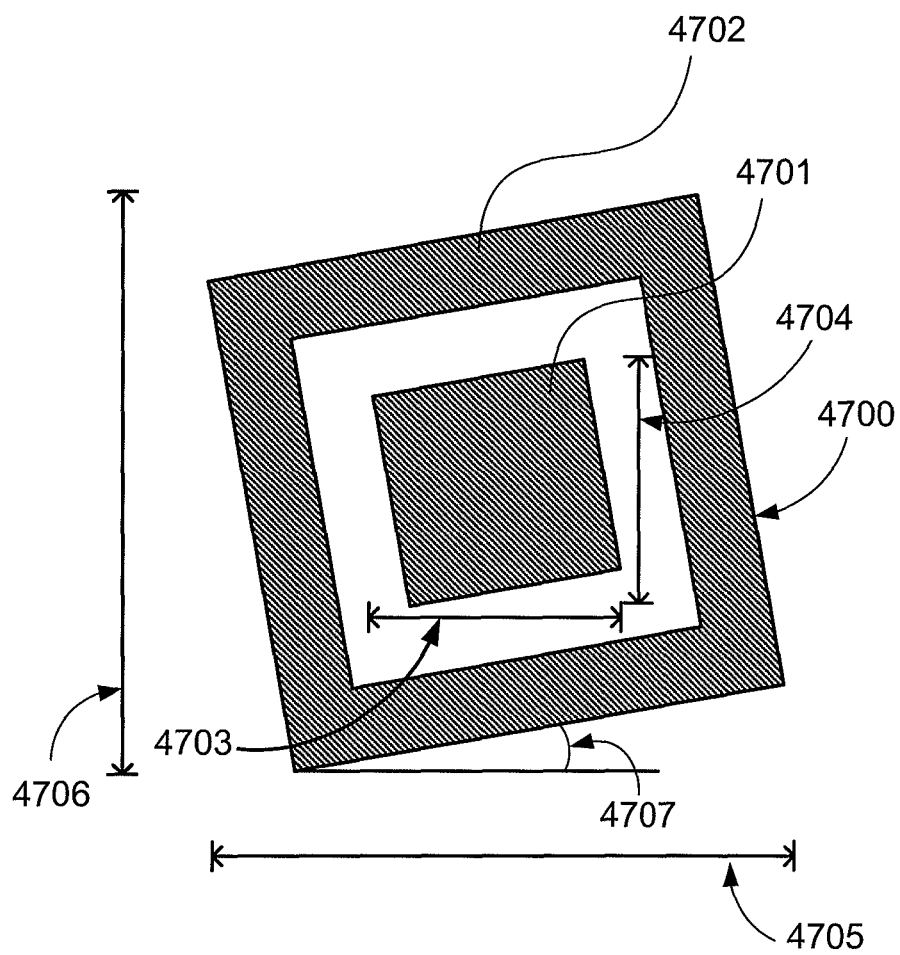


**Fig. 44**

**Fig. 43**

**Fig. 45**

**Fig. 46**



**Fig. 47**

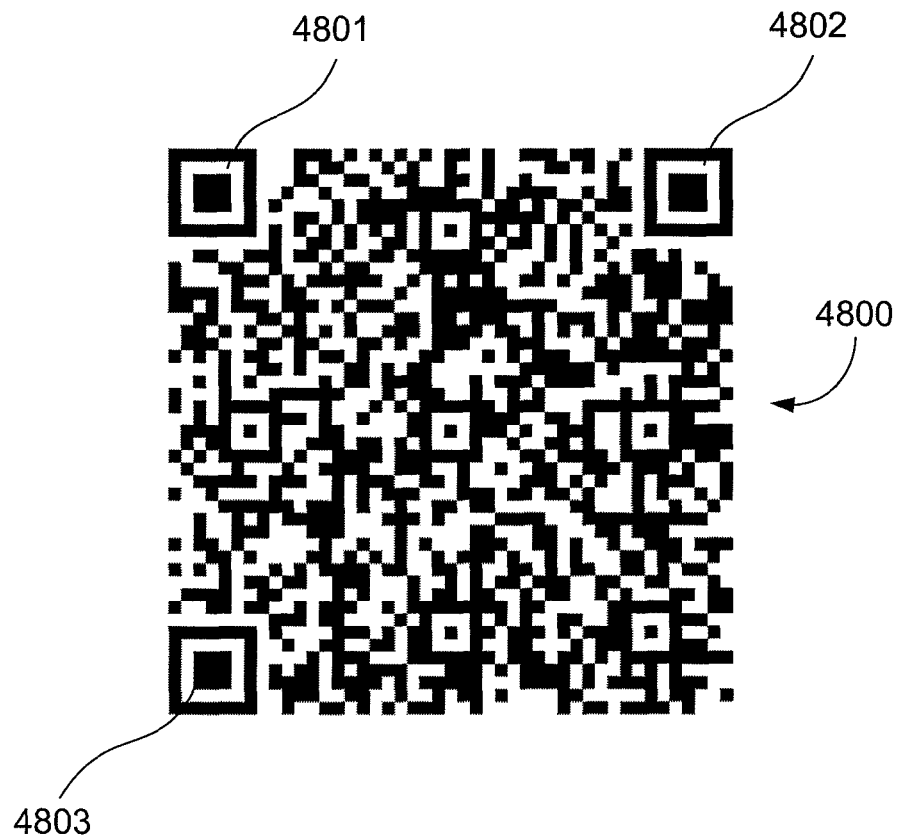
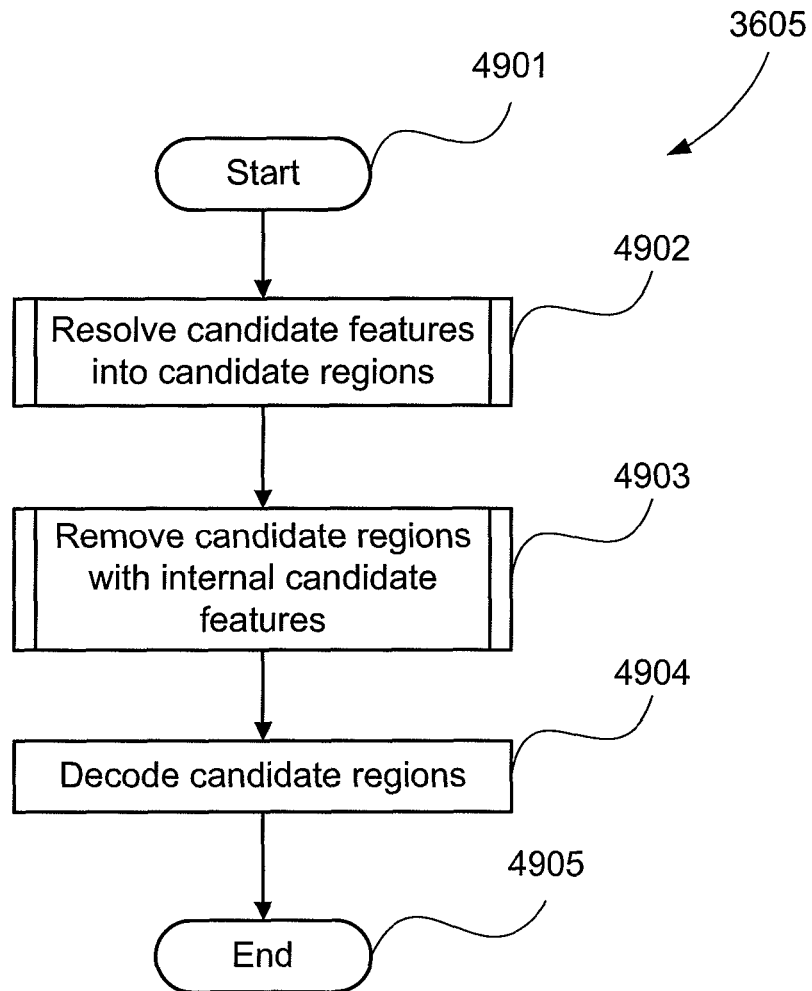
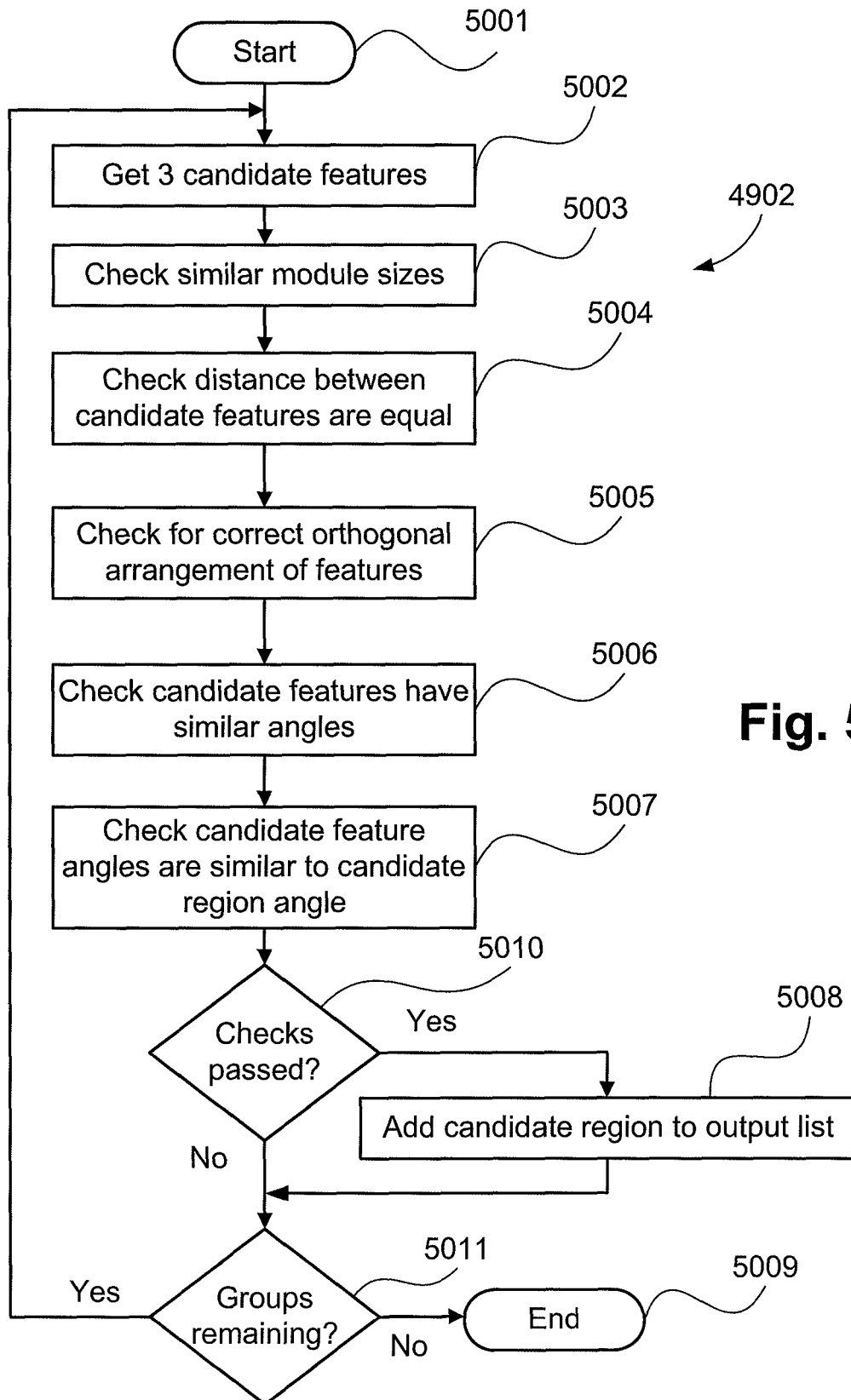
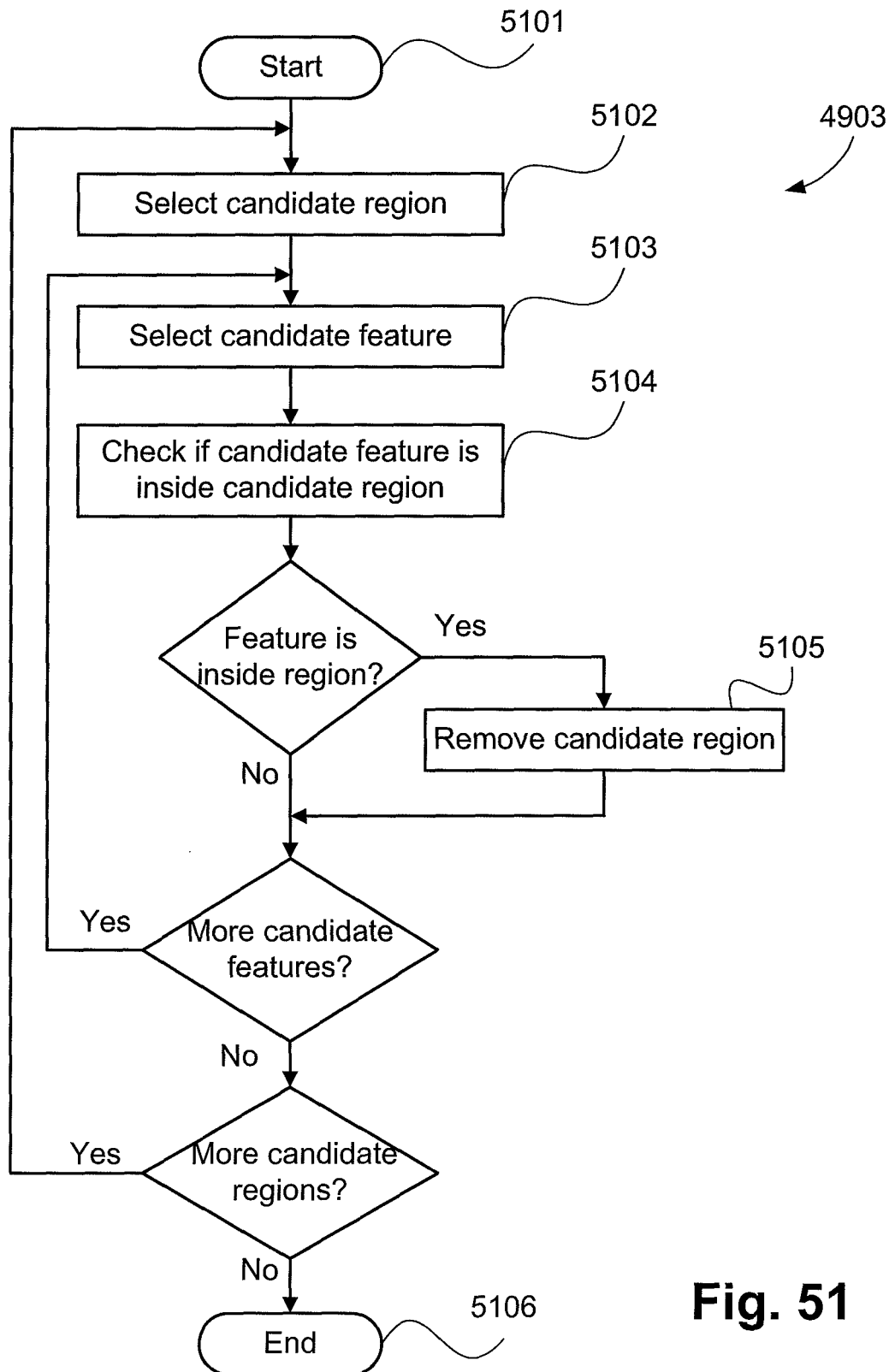


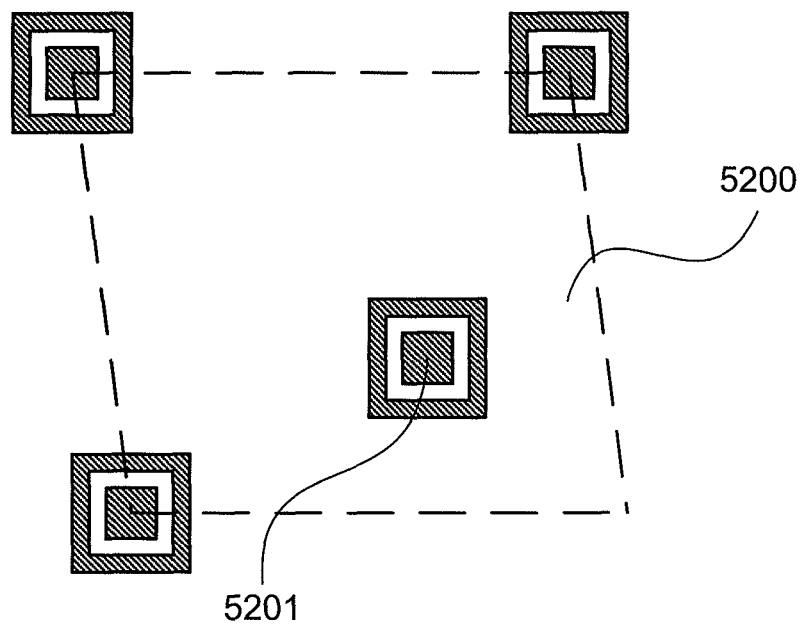
Fig. 48

**Fig. 49**

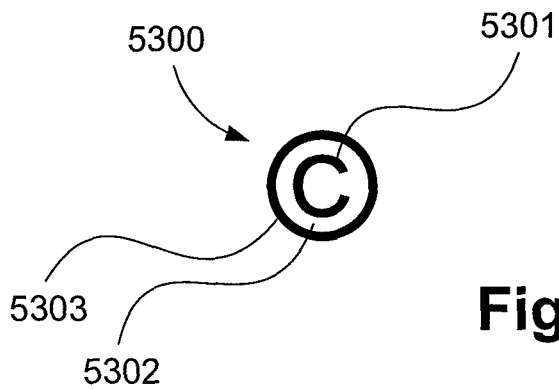
**Fig. 50**



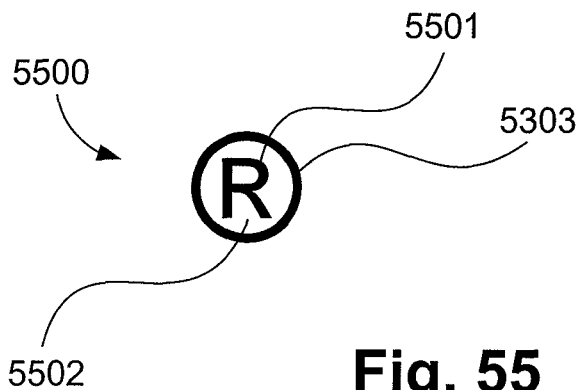
**Fig. 51**



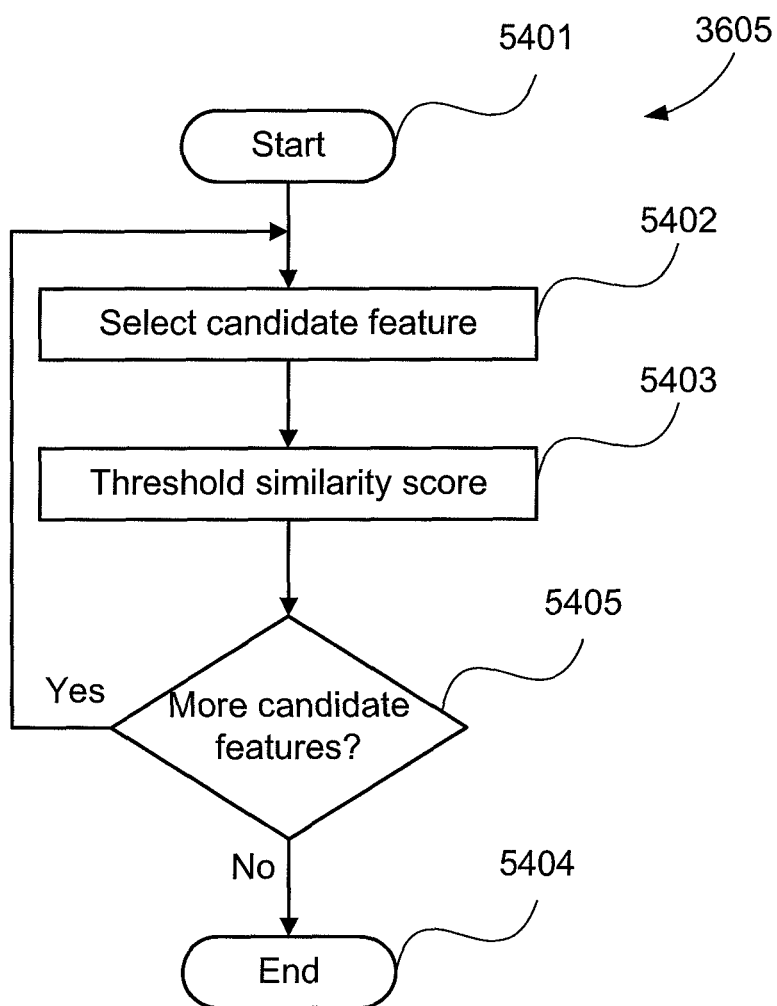
**Fig. 52**



**Fig. 53**



**Fig. 55**

**Fig. 54**

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## CODE DETECTION AND DECODING SYSTEM

### CROSS-REFERENCE TO RELATED PATENT APPLICATIONS

This application claims the right of priority under 35 U.S.C. §119 based on Australian Patent Application No. 2008261179, filed 22 Dec. 2008, and Australian Patent Application No. 2008261177 filed 22 Dec. 2008, both of which are incorporated by reference herein in its entirety as if fully set forth herein.

### TECHNICAL FIELD

The present disclosure relates generally to identification marker or target feature detection and consequential code decoding. The disclosure also relates to searching for, and grouping of multiple identification markers to form a QR code region. Once identified, these QR code regions may be used to decode the data encoded by the QR code symbology.

### BACKGROUND

Since the advent of digital images, it has been a goal of digital image processing to identify and locate features in an image. Many algorithms and methods have been developed to accomplish this goal.

A simple method of detecting target features in a scanned image is known as template correlation. Here, a representative image of the sought after target feature is formed and stored in memory. Subsequently, the representative image (or template) is stepped over the scanned image and a correlation score is calculated for each step position. A sharp peak in correlation scores indicates the presence and location of the target feature in the scanned image. This method, however, has several limitations. A chief limitation of template correlation is that it is highly sensitive to differences in size and rotation of the digital image relative to the template. So, for a robust scale and rotationally invariant detection system, multiple templates need to be formed, requiring a prohibitive level of system complexity.

Another method of detecting target features in a scanned image is performed by statistical means. Here, a machine is trained to identify target features by various machine learning algorithms. Generally, the training process involves inputting large test sets of images with and without target features. At the conclusion of the training process, a classification vector is generated by which new 'unseen' target features in images may be detected. However, this method is highly dependent on the test sets input during the training process. The resulting classification vector may be unpredictable, and may be unrelated to the salient features of the target feature.

Another method of detecting target features in a scanned image is simple and efficient. Here, a target feature that has a known arrangement of black and white regions may be detected by inspecting the ratios between those black and white regions. As an example, a target feature such as the feature 100 of FIG. 1 will be detected if ratios of 1 part black, followed by 1 part white, followed by 3 parts black, followed by 1 part white and finally followed by 1 part black are sought. Although this method is extremely easy and efficient to implement, it suffers when the image of the target feature is affected by a distortion effect known as dot gain. Dot gain is a printer distortion that shrinks or grows the thickness of

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black printed regions. This directly affects the ratios of black and white regions. Thus, this method is not suitable in the presence of dot gain.

A QR code, such as the code 300 of FIG. 3, is a two-dimensional barcode that encodes information with black and white square blocks, referred to as 'modules'. In the QR code 300, labelled are a black module 302 and a white module 301. QR codes have a range of data capacities. A 'Version 1' QR code encodes the least number of data bits, and a 'Version 40' QR code encodes the maximum number of data bits. QR codes encoding more data bits have a greater number of modules. Irrespective of its data capacity, a QR code will always be the same number of modules in width as it is in height—that is, QR codes are always square.

A QR code comprises three location and identification symbols. These three location symbols are known as 'finder patterns' (FPs) and are located in the top-left, top-right, and bottom-left corners of a QR code. Therefore, the two-dimensional area of an image occupied by a QR code, also known as a 'QR code region', is demarcated by the locations of the three FPs. FIG. 2B shows these three FPs 201, 202, 203 as may be located at three corners of a QR code 200. FIG. 2A provides an enlarged representation of the FP 202. FIG. 1 is a detailed view of a QR code finder pattern 100. Finder patterns are composed of a 3-by-3 square of black modules 103 superimposed on a 5-by-5 square of white modules 102, which is in turn superimposed on a 7-by-7 square of black modules 101.

The process of extracting the data encoded in a QR code begins with the acquisition of an image containing the code. Subsequently, all three finder patterns are detected and their locations are determined. Using the location information of the detected FPs, data modules of the QR code are then sampled to obtain a binary data stream. Finally, the binary data stream is translated to meaningful text or numerical information.

QR codes are frequently included on a broad range of media, such as product labels, billboards and business cards. In general, these media have only included a single QR code of high quality (that is, the digital image of the original QR code has been accurately re-produced on the media). Therefore, when a QR code is being decoded, there is only a single QR code in the acquired image and the quality of the code is high, facilitating the use of relatively simple decoding processing. Furthermore, conventional QR code capturing devices (such as camera phones) can be user-adjusted such that an image of the QR code may be acquired with very little rotational misalignment. These user-adjusted capturing devices can also frame the QR code such that the size of modules in the QR code (with respect to the capturing device) is within a confined known range.

Recently, there has been increased interest in the application of QR codes in aiding document security and workflow management. For these applications, there may be multiple QR codes in an acquired image. Furthermore, there will often be a broad variation in module sizes and orientations amongst the QR codes in the image. The QR codes may also have been printed, scanned and re-printed many times, each time introducing deterioration of the QR code image quality. Specifically, QR codes may suffer from 'dot gain' in which the ratio of black module size and white module size in the QR code differs significantly from the ideal 1:1 ratio. Multiple cycles of printing and scanning also introduces noise and other distortions that further alter the appearance of QR code finder patterns compared to the ideal FP 100. The effect of dot gain and other print and/or scan introduced distortions on decoding reliability using traditional techniques can be considerable. This is because traditional decoding systems typically

rely heavily on the expected appearance of QR code finder patterns **100**, especially the 1:1 ratio between white and black module sizes, to detect the QR code finder patterns and thereby decode the QR code.

### SUMMARY

Some arrangements to be described provide a method of detecting and decoding QR codes that is highly robust to dot gain, noise and other types of damage. Furthermore, the arrangements are able to group QR finder patterns to form valid QR code regions even when there are multiple QR codes in the acquired image.

Briefly, the QR detecting arrangements disclosed herein comprise four basic stages—Binarization, CCA, Resolving and Decoding. These stages are described in more detail later.

The arrangements employ a method of detecting and locating QR FPs that use Connected Components Analysis (CCA) which provides more useful information to the Resolving and Decoding stages than conventional FP detection approaches.

One aspect of the present disclosure employs a novel approach to grouping QR FPs into QR code regions. The process of grouping multiple QR FPs to form QR codes is referred to herein as ‘resolving’. The method of resolving disclosed herein, applied in conjunction with a missing finder pattern recovery process, that is another aspect, is capable of resolving QR code regions from only two initially detected QR FPs. This feat has not been achieved with methods in the prior art to the best knowledge of the present inventors and allows QR codes to be decoded when one of the three FPs is damaged.

Overall, the disclosed decoding method incorporating the above-mentioned aspects enables a highly robust QR code decoding system capable of decoding QR codes even when one of three FPs is damaged. This damage may be caused by accidental staining or pen strokes, or by severe noise induced by multiple cycles of printing and scanning.

In accordance with one aspect of the present disclosure, there is provided a method of decoding a QR code having two initially detected finder patterns, the method comprising the steps of:

- (a) forming a pattern matching template based on characteristics of the detected finder patterns;
- (b) determining at least one candidate region about the detected finder patterns, the candidate region being based at least on the relative positions of the detected finder patterns; and
- (c) locating a previously undetected third finder pattern of the QR code in the at least one candidate region by correlating content of the candidate region with the pattern matching template; and
- (d) decoding the QR code with each of the two initially detected finder patterns and the third finder pattern.

Another aspect of the present disclosure is a novel method of performing connected components analysis that simultaneously aggregates low-level metrics of each connected component. Subsequently, low-level metrics are transformed to shape metrics that are directly related to the geometric properties of the connected components. The shape metrics are then used to calculate a similarity score that is substantially size and rotationally invariant.

The described arrangements are memory efficient and amenable to implementation as customized hardware logic in FPGAs, ASICs or the like. Furthermore, the arrangements are highly robust to printer and scanner noise and distortions such as dot gain.

In accordance with another aspect of the present disclosure, there is provided a method of detecting a two-dimensional code comprising known target features and coded data in an image is disclosed. The target features comprise a continuous black region, enclosed entirely by a continuous white region, enclosed entirely by a continuous black region. The method performs line-by-line connected component analysis of the image to determine candidate features of interest. The line-by-line connected component analysis aggregates metrics corresponding to candidate features of interest. The method evaluates the aggregated metrics to determine how similar each candidate feature of interest is to the target feature and forms a candidate region of interest from multiple candidate features of interest. Typically the target features include the copyright symbol © and the registered trade mark symbol ®.

Other aspects are also disclosed.

### BRIEF DESCRIPTION OF THE DRAWINGS

At least one embodiment of the present invention will now be described with reference to the following drawings, in which:

FIG. 1 shows an ideal arrangement of a QR code ‘finder pattern’ which may also be considered a target feature;

FIGS. 2A and 2B show a QR code affected by noise and dot gain;

FIG. 3 shows a QR code with examples of black and white modules;

FIG. 4 is a flowchart of a QR code decoding process;

FIG. 5 is a flowchart giving a general overview on a resolving process employed at step **404** of FIG. 4;

FIG. 6 is a flowchart giving a general overview of a process employed at step **502** of FIG. 5 to resolve groups of three finder patterns into a QR code regions;

FIG. 7 is a flowchart detailing a process for checking that groups of three finder patterns may potentially form a QR code region;

FIGS. 8A, 8B and 8C show some examples whereby the checks performed in step **602** of FIG. 6 fail;

FIG. 9 is a flowchart showing a process employed at **603** for finding ‘true’ 3/3 regions;

FIGS. 10A, 10B and 10C show examples of QR code regions with and without internal finder patterns.

FIG. 11 shows vectors used to determine if a 3/3 QR code region contains an internal finder pattern;

FIG. 12 is a flowchart giving a general overview of a process employed at step **503** to resolve groups of two finder patterns into QR code regions;

FIG. 13 is a flowchart detailing a process for checking that a pair of finder patterns may potentially form a QR code region;

FIG. 14 shows examples whereby the checks performed in **1203** fail;

FIGS. 15A, 15B and 15C show normally and diagonally oriented 2/3 regions;

FIG. 16 is a flowchart describing a process employed at step **1203** for generating potential 2/3 regions;

FIGS. 17A and 17B show potential QR code regions with respect to detected finder patterns;

FIGS. 18A and 18B show vectors, with respect to detected finder patterns, used to determine the extents of potential QR code regions;

FIG. 19 is a flowchart showing a process employed at **1204** for finding ‘true’ 2/3 regions;

FIGS. 20A and 20B show vectors used to determine if a 2/3 QR code region contains an internal finder pattern;

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FIG. 21 is a flowchart giving a general overview of a process employed at step 405 for decoding QR code regions;

FIG. 22 is a flowchart detailing a process employed at step 2102 for decoding 3/3 regions;

FIG. 23 is a flowchart detailing a process employed at step 2103 for decoding 2/3 regions;

FIG. 24 is a flowchart detailing a process employed at step 2304 for detecting missing finder patterns in a 2/3 region;

FIG. 25 is a flowchart giving a general overview of a process employed at step 2402 for forming a pattern matching template from CCA information;

FIG. 26 is a flowchart giving a general overview of an alternative process that may be employed at step 2402 for forming a pattern matching template by averaging two initially detected finder patterns;

FIG. 27 shows an example template formed in memory taking into account dot gain information;

FIG. 28 shows an example template formed in memory and rotated;

FIGS. 29A and 29B show examples of search regions and their relation to detected finder patterns in normally and diagonally oriented QR code regions;

FIG. 30 show vectors and angles formed to determine the extents of a search region;

FIG. 31 shows various inherent features of a QR code that may be utilised to aid in the checks of step 1201 or in the process of detecting missing finder patterns employed at 2304;

FIG. 32 is a flowchart of an alternative process for detecting a missing finder pattern utilising inherent QR code features;

FIGS. 33A and 33B form a schematic block diagram of a general purpose computer system upon which the arrangements described can be practiced;

FIG. 34 is an alternative target feature that is also valid in the context of the present disclosure;

FIG. 35 is a digital image with a target feature;

FIG. 36 is a flowchart representing the method of target feature detection in the context of this disclosure;

FIG. 37 is a binarized image created from the digital image 300;

FIG. 38 is a flowchart representing a method of binarization which may be used in the present arrangements;

FIG. 39 shows how a digital image 300 may be divided into a tessellation of tiles;

FIG. 40 shows the two-dimensional array structure of a tile buffer;

FIG. 41 shows a sliding window composed of tiles overlaid on a target feature;

FIG. 42 shows a memory efficient tile buffer;

FIG. 43 is a flowchart representing a method of connected component analysis used in the present disclosure;

FIG. 44 shows the relationship between a CC, its claims, and run on a scanline;

FIG. 45 is a flowchart representing a method of processing runs;

FIG. 46 is a flowchart representing a method for evaluating shape metrics;

FIG. 47 shows the relationship of a candidate feature and its intermediate metrics;

FIG. 48 shows a QR Code;

FIG. 49 is a flowchart representing a method of post-processing in the context of target feature detection for QR Code decoding;

FIG. 50 is a flowchart representing a method of resolving candidate features into candidate regions;

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FIG. 51 is a flowchart representing a method of removing candidate regions with internal candidate features;

FIG. 52 shows a candidate region with an internal candidate feature;

FIG. 53 shows a copyright symbol;

FIG. 54 is a flowchart representing a method of post-processing for detection of copyright symbols; and

FIG. 55 shows a registered trademark symbol.

## DETAILED DESCRIPTION INCLUDING BEST MODE

### Operating Environment

FIGS. 33A and 33B collectively form a schematic block diagram of a general purpose computer system 3300, upon which the various arrangements described can be practiced.

As seen in FIG. 33A, the computer system 3300 is formed by a computer apparatus module 3301, input devices such as a keyboard 3302, a mouse pointer device 3303, a scanner 3326, a camera 3327, and a microphone 3380, and output devices including a printer 3315, a display device 3314 and loudspeakers 3317. An external Modulator-Demodulator (Modem) transceiver device 3316 may be used by the computer module 3301 for communicating to and from a communications network 3320 via a connection 3321. The network 3320 may be a wide-area network (WAN), such as the Internet or a private WAN. Where the connection 3321 is a telephone line, the modem 3316 may be a traditional "dial-up" modem. Alternatively, where the connection 3321 is a high capacity (eg: cable) connection, the modem 3316 may be a broadband modem. A wireless modem may also be used for wireless connection to the network 3320.

The computer apparatus 3301 typically includes at least one processor unit 3305, and a memory unit 3306 for example formed from semiconductor random access memory (RAM) and semiconductor read only memory (ROM). The module 3301 also includes an number of input/output (I/O) interfaces including an audio-video interface 3307 that couples to the video display 3314, loudspeakers 3317 and microphone 3380, an I/O interface 3313 for the keyboard 3302, mouse 3303, scanner 3326, camera 3327 and optionally a joystick (not illustrated), and an interface 3308 for the external modem 3316 and printer 3315. In some implementations, the modem 3316 may be incorporated within the computer module 3301, for example within the interface 3308. The computer module 3301 also has a local network interface 3311 which, via a connection 3323, permits coupling of the computer system 3300 to a local computer network 3322, known as a Local Area Network (LAN). As also illustrated, the local network 3322 may also couple to the wide network 3320 via a connection 3324, which would typically include a so-called "firewall" device or device of similar functionality. The interface 3311 may be formed by an Ethernet™ circuit card, a Bluetooth™ wireless arrangement or an IEEE 802.11 wireless arrangement.

The interfaces 3308 and 3313 may afford either or both of serial and parallel connectivity, the former typically being implemented according to the Universal Serial Bus (USB) standards and having corresponding USB connectors (not illustrated). Storage devices 3309 are provided and typically include a hard disk drive (HDD) 3310. Other storage devices such as a floppy disk drive and a magnetic tape drive (not illustrated) may also be used. An optical disk drive 3312 is typically provided to act as a non-volatile source of data. Portable memory devices, such optical disks (eg: CD-ROM, DVD), USB-RAM, and floppy disks for example may then be used as appropriate sources of data to the system 3300.

The components **3305** to **3313** of the computer module **3301** typically communicate via an interconnected bus **3304** and in a manner which results in a conventional mode of operation of the computer system **3300** known to those in the relevant art. Examples of computers on which the described arrangements can be practised include IBM-PC's and compatibles, Sun Sparcstations, Apple Mac™ or alike computer systems evolved therefrom.

The methods of QR code decoding may be implemented using the computer system **3300** wherein the processes of FIGS. **4** to **55**, to be described, may be implemented as one or more software application programs **3333** executable within the computer system **3300**. In particular, the steps of the methods of QR code decoding are effected by instructions **3331** in the software **3333** that are carried out within the computer system **3300**. The software instructions **3331** may be formed as one or more code modules, each for performing one or more particular tasks. The software may also be divided into two separate parts, in which a first part and the corresponding code modules performs the QR code decoding methods and a second part and the corresponding code modules manage a user interface between the first part and the user.

The software **3333** is generally loaded into the computer system **3300** from a computer readable medium, and is then typically stored in the HDD **3310**, as illustrated in FIG. **33A**, or the memory **3306**, after which the software **3333** can be executed by the computer system **3300**. In some instances, the application programs **3333** may be supplied to the user encoded on one or more CD-ROM **3325** and read via the corresponding drive **3312** prior to storage in the memory **3310** or **3306**. Alternatively the software **3333** may be read by the computer system **3300** from the networks **3320** or **3322** or loaded into the computer system **3300** from other computer readable media. Computer readable storage media refers to any storage medium that participates in providing instructions and/or data to the computer system **3300** for execution and/or processing. Examples of such storage media include floppy disks, magnetic tape, CD-ROM, a hard disk drive, a ROM or integrated circuit, USB memory, a magneto-optical disk, or a computer readable card such as a PCMCIA card and the like, whether or not such devices are internal or external of the computer module **3301**. Examples of computer readable transmission media that may also participate in the provision of software, application programs, instructions and/or data to the computer module **3301** include radio or infra-red transmission channels as well as a network connection to another computer or networked device, and the Internet or Intranets including e-mail transmissions and information recorded on Websites and the like.

The second part of the application programs **3333** and the corresponding code modules mentioned above may be executed to implement one or more graphical user interfaces (GUIs) to be rendered or otherwise represented upon the display **3314**. Through manipulation of typically the keyboard **3302** and the mouse **3303**, a user of the computer system **3300** and the application may manipulate the interface in a functionally adaptable manner to provide controlling commands and/or input to the applications associated with the GUI(s). Other forms of functionally adaptable user interfaces may also be implemented, such as an audio interface utilizing speech prompts output via the loudspeakers **3317** and user voice commands input via the microphone **3380**.

FIG. **33B** is a detailed schematic block diagram of the processor **3305** and a "memory" **3334**. The memory **3334** represents a logical aggregation of all the memory devices

(including the HDD **3310** and semiconductor memory **3306**) that can be accessed by the computer module **3301** in FIG. **33A**.

When the computer module **3301** is initially powered up, a power-on self-test (POST) program **3350** executes. The POST program **3350** is typically stored in a ROM **3349** of the semiconductor memory **3306**. A program permanently stored in a hardware device such as the ROM **3349** is sometimes referred to as firmware. The POST program **3350** examines hardware within the computer module **3301** to ensure proper functioning, and typically checks the processor **3305**, the memory (**3309**, **3306**), and a basic input-output systems software (BIOS) module **3351**, also typically stored in the ROM **3349**, for correct operation. Once the POST program **3350** has run successfully, the BIOS **3351** activates the hard disk drive **3310**. Activation of the hard disk drive **3310** causes a bootstrap loader program **3352** that is resident on the hard disk drive **3310** to execute via the processor **3305**. This loads an operating system **3353** into the RAM memory **3306** upon which the operating system **3353** commences operation. The operating system **3353** is a system level application, executable by the processor **3305**, to fulfil various high level functions, including processor management, memory management, device management, storage management, software application interface, and generic user interface.

The operating system **3353** manages the memory (**3309**, **3306**) in order to ensure that each process or application running on the computer module **3301** has sufficient memory in which to execute without colliding with memory allocated to another process. Furthermore, the different types of memory available in the system **3300** must be used properly so that each process can run effectively. Accordingly, the aggregated memory **3334** is not intended to illustrate how particular segments of memory are allocated (unless otherwise stated), but rather to provide a general view of the memory accessible by the computer system **3300** and how such is used.

The processor **3305** includes a number of functional modules including a control unit **3339**, an arithmetic logic unit (ALU) **3340**, and a local or internal memory **3348**, sometimes called a cache memory. The cache memory **3348** typically includes a number of storage registers **3344-3346** in a register section. One or more internal buses **3341** functionally interconnect these functional modules. The processor **3305** typically also has one or more interfaces **3342** for communicating with external devices via the system bus **3304**, using a connection **3318**.

The application program **3333** includes a sequence of instructions **3331** that may include conditional branch and loop instructions. The program **3333** may also include data **3332** which is used in execution of the program **3333**. The instructions **3331** and the data **3332** are stored in memory locations **3328-3330** and **3335-3337** respectively. Depending upon the relative size of the instructions **3331** and the memory locations **3328-3330**, a particular instruction may be stored in a single memory location as depicted by the instruction shown in the memory location **3330**. Alternately, an instruction may be segmented into a number of parts each of which is stored in a separate memory location, as depicted by the instruction segments shown in the memory locations **3328-3329**.

In general, the processor **3305** is given a set of instructions which are executed therein. The processor **3305** then waits for a subsequent input, to which it reacts to by executing another set of instructions. Each input may be provided from one or more of a number of sources, including data generated by one or more of the input devices **3302**, **3303**, data received from

an external source across one of the networks **3320**, **3322**, data retrieved from one of the storage devices **3306**, **3309** or data retrieved from a storage medium **3325** inserted into the corresponding reader **3312**. The execution of a set of the instructions may in some cases result in output of data. Execution may also involve storing data or variables to the memory **3334**.

The disclosed QR code decoding arrangements use input variables **3354**, that are stored in the memory **3334** in corresponding memory locations **3355-3358**. The QR code decoding arrangements produce output variables **3361**, that are stored in the memory **3334** in corresponding memory locations **3362-3365**. Intermediate variables may be stored in memory locations **3359**, **3360**, **3366** and **3367**.

The register section **3344-3346**, the arithmetic logic unit (ALU) **3340**, and the control unit **3339** of the processor **3305** work together to perform sequences of micro-operations needed to perform “fetch, decode, and execute” cycles for every instruction in the instruction set making up the program **3333**. Each fetch, decode, and execute cycle comprises:

- (a) a fetch operation, which fetches or reads an instruction **3331** from a memory location **3328**;
- (b) a decode operation in which the control unit **3339** determines which instruction has been fetched; and
- (c) an execute operation in which the control unit **3339** and/or the ALU **3340** execute the instruction.

Thereafter, a further fetch, decode, and execute cycle for the next instruction may be executed. Similarly, a store cycle may be performed by which the control unit **3339** stores or writes a value to a memory location **3332**.

Each step or sub-process in the processes of FIGS. **4** to **55** is associated with one or more segments of the program **3333**, and is performed by the register section **3344-3347**, the ALU **3340**, and the control unit **3339** in the processor **3305** working together to perform the fetch, decode, and execute cycles for every instruction in the instruction set for the noted segments of the program **3333**.

The methods of code detection and decoding and QR code decoding may alternatively be implemented in dedicated hardware such as one or more integrated circuits performing the functions or sub functions of QR code decoding. Such dedicated hardware may include graphic processors, digital signal processors, or one or more microprocessors and associated memories.

#### QR Code Decoding System

Typically for QR code decoding, as seen in FIG. **33A**, a document **3390** having at least one QR code formed thereon is scanned by the scanner **3326** or captured by the camera **3327** to deliver to the computer **3301** via the interface **3313** an acquired image of the document **3390**, the image being stored in the memory **3334** as the input variable **3355**. Using the image stored in that storage location, and also in other storage locations including those mentioned above, QR code decoding proceeds under control of the application program and the processing performed by the processor **3305**, as will now be described.

#### Decoding Flow & Binarization

A method **400** of decoding one or more QR codes in an acquired image is described with reference to FIG. **4**. The method **400** forms the basis of the application program as executed by the processor **3305**.

The process **400** of decoding one or more QR codes in the acquired image begins at an initial step **401** in which an image **410** with QR codes is input as discussed above. The image may be acquired from a flatbed scanner, or a digital camera, or by any other means of obtaining a digital representation of an

image, such as downloading an image via the networks **3320**, **3322**. The image may be stored in the HDD **3310** by operation of the processor **3305**.

Step **401** is followed by a binarization step **402**, during which a binarized image **412** is generated by the processor **3305** from the acquired image **410**. The binarized image may be stored as the intermediate variable **3359**. The binarization step **402** employs a binarization algorithm that labels each pixel in the acquired image as either ‘black’ or ‘white’ by examining the intensity of the pixel in relation to other pixels in the acquired image. There are many well-known binarization algorithms available in the art, and any algorithm that labels pixels as either ‘black’ or ‘white’ based on the pixel intensity may be employed at the step **402**.

At a following step **403**, FPs in the binarized image **412** are located by employing a method of Connected Component Analysis (CCA). The CCA stage **403** outputs a list **414** of detected FPs. The method of performing CCA to detect FPs disclosed herein provides much higher robustness to typical print-scan distortions such as dot-gain in comparison to prior FP detection methods. The CCA FP detection algorithm is described in detail later.

At a following step **404**, the list **414** of detected FPs output from the previous stage **403** is processed using the processor **3305** to resolve the FPs into QR code regions **416**. This process of grouping FPs into QR code regions is referred to as ‘resolving’.

In the arrangements presently disclosed, two resolving algorithms are employed. The first, referred to as ‘3/3 resolving’, forms QR code regions from groups of three detected finder patterns. The second resolving algorithm, referred to as ‘2/3 resolving’, determines the possible QR code regions that could exist if it is assumed that one FP of QR codes is not detected. By generating the possible QR code regions arising from this assumption, QR code regions can be resolved when only two of three finder patterns are initially detected by applying a later missing FP recovery step. This allows the realisation of a QR code decoding system that is overall far more robust than those of the prior art. Both 3/3 and 2/3 resolving algorithms will be explained in detail later.

At a following step **405**, an attempt is made to extract encoded information **418** in each candidate QR code region. If the candidate QR code region comprises three detected FPs (the output of the 3/3 resolving algorithm), then the modules of the QR code region are sampled and information extracted using conventional, well-known methods. Otherwise, if the candidate QR code region comprises only two FPs (the output of 2/3 resolving), then an attempt is made to acquire the third ‘missing’ FP. This process leverages additional information about detected finder patterns that is made available from the CCA FP detection method employed at step **403** and will be described in detail later. If a third finder pattern is acquired successfully, the QR code is sampled and information extracted through conventional, well-known methods. The process of extracting encoded information from a QR code region is known as ‘decoding’.

The process for decoding one or more QR codes in an acquired image is terminated at a final step **406**. Connected Components Analysis (CCA)

The process of connected components analysis (CCA) employed at step **403** of the decoding process **400** is now described in detail.

Connected Components Analysis (CCA) is a generic name for processes that identify continuous coloured or like-coloured regions in an image, such as black and/or white regions. The arrangements presently disclosed employ a specific CCA that provides a much more robust FP detection



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method than that of the prior art, especially in the case where QR codes have been repeatedly printed and scanned. The CCA FP detection method **403** also facilitates the application of a resolving algorithm (employed at step **404**) that is more efficient and precise than that of the prior art. The damaged FP recovery algorithm employed at step **405** is also facilitated by the use of the CCA FP detector **403**.

The CCA algorithm employed at step **403** and implemented using the processor **3305** groups pixels with the same intensity in the binarized image **412** generated at step **402** so that continuous 'black' or 'white' regions are identified. Specifically, the CCA algorithm inspects each scanline of the binarized image **412** sequentially from the topmost scanline to the bottommost scanline. Consecutive black pixels are referred to as a single 'run'. For a given scanline, each run is inspected to determine if it is connected to a run on a previous scanline. This is achieved by checking the left-most and right-most extents of the run, and determining if these extents overlap left-most and right-most extents of any run on the previous scanline. If the run is not connected to a previous run, then the run is established as the beginning of a new connected component (CC). Otherwise, if the run is connected to a previous run, then the previous run is a member of a previously established CC, and the run on the current subject scanline is appended to the previously established CC.

In the case where a run on current subject scanline connects two or more runs on the previous scanline, then all the CCs with runs connected to the run on the current subject scanline are merged to form a single CC. Thus, objects that begin with several disjoint components that come together at a lower point in the image may still be identified as being a single CC.

When a CC no longer has connected runs on a subject scanline, then the CC will be 'terminated'. That is, the CC is considered complete, as all of the pixels that belong to that CC have been identified.

The CCA algorithm employed at step **403** detects QR finder patterns by searching for CC configurations where one continuous black CC is completely enclosed by a continuous white CC that is in turn completely surrounded by a further black CC. This enclosure relationship is detected by a simple check performed when a CC is terminated. When terminated, a subject CC is checked to determine if there is another CC with left-, right-, top- and bottom-most extents that places it within the extents of the subject CC. If a CC exists within the bounds of the subject CC, then both CCs are appended to the output list as a candidate FP. Otherwise, the CCs are discarded.

Detecting QR finder patterns by searching for their topological relationship, i.e. the fact that they are composed of one black CC enclosed entirely within another, allows the above-described CCA method to provide far more robustness to print-scan introduced distortions than the methods of the prior art which rely heavily on the ideal expected appearance **100** of FPs. Another feature of the above-described CCA method is that several useful FP metrics may be efficiently computed, and these can be applied to great advantage in the later resolving **404** and decoding **405** steps of the process **400**. Specifically, at least the following information, referred to as 'metadata', about detected FPs is determined:

- (i) Coordinates of the FP centre (average centre coordinates of the black connected components **101** and **103** of the FP **100**);
- (ii) Size of black modules in the FP **100** (the stroke width of the black connected component **101**);
- (iii) Size of white modules in the FP **100** (the stroke width of the white connected component **102**);

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(iv) Rotation of the FP **100** (this angle is modulo-90° and essentially corresponds to the angle of the sides of the CCs **101** and **102** that is between zero and 90° with respect to the coordinate system in use);

(v) Confidence of the FP **100** (this is calculated by comparing the appearance of the FP with the ideally expected appearance **100**. FPs closely resembling the expected appearance will have confidences toward 100%); and

(vi) Bounding box of the FP **100** (the left-, right-, top- and bottom-most extents of the outer black CC **101**).

The FPs identified by the CCA method **403** are formed into the list **414** in which each list entry may be supplemented by some or all of the metadata associated therewith.

General Resolving

A detailed description of the resolving process **404**, is now described with reference to FIG. 5. The resolving process **404** begins at an initial step **501** in which the list **414** of detected FPs are input.

At a following step **502**, FPs are grouped into triplets, and checks are performed to determine if the triplet forms a valid candidate 3/3 QR code region.

At a following step **503**, FPs are grouped into pairs, and checks are performed to determine if the pairs form a valid candidate 2/3 QR code region.

The processes employed at steps **502** and **503** are described in detail later.

The process **404** of resolving terminates at a final step **504**. 3/3 Resolving

The process for forming candidate 3/3 code regions, as employed at step **502**, is described with reference to FIGS. 6, 7 and 9. At this point, two pre-determined parameters are introduced that allow some tolerance to warping and misalignment in the resolving method. These parameters are denoted as tolerance<sub>angle</sub> and tolerance<sub>magnitude</sub>, and both may be set to 0.2. These tolerances provide for the angles and distances to vary by 20% and yet still permit the QR region to be resolved and thus the QR code to be detected. This permits detection in the presence of warping whilst limiting false positive detection. The tolerance may be varied as required based on a desired accuracy of the system.

Turning to FIG. 6, there is shown the general process of resolving 3/3 regions. At an initial step **601**, the list **414** of detected FPs is input.

At a following step **602**, triplets of detected FPs undergo a series of checks to form a list **606** of 'potential' 3/3 regions. The process for carrying out these checks is described in detail later.

At a following step **603**, each potential QR code region in the list **606** of 'potential' 3/3 regions are inspected to determine if they contain an 'internal' FP. The result of step **603** is a final list **608** of candidate 3/3 QR code regions. Again, the process for carrying out step **603** is described in detail later.

The process **502** of forming candidate 3/3 code regions is terminated at a final step **604**.

Find Potential 3/3 Regions

The process **602** for forming the list **606** of potential 3/3 regions, is described with reference to FIG. 7.

The process **602** begins at an initial step **701** in which the list **414** of detected FPs is input.

At a following step **702**, a list **710** of triplets is generated by first finding every combination of three FPs possible from the input list **414**. From each of these combinations, six triplets are formed by assigning each FP to each of the possible nominal FP positions of a QR code. That is, each FP is designated as being in the 'top-left' corner, 'top-right' corner, or 'bottom-right' of the QR code in one of the six triplets. In the following description, attributes (such as module size)

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relating to the FP assigned to the top-left will be subscripted with 'tl', and similarly 'tr' and 'bl' for the top-right and bottom-left FPs respectively.

At a following step **703**, a triplet **712** from the list **710** of triplets generated at step **702** is selected.

At a following step **704**, the triplet **712** is checked to determine if the three finder patterns are reasonably similar in module size. The module size is the average of the black and white module sizes made available from the CCA FP detection method employed at step **403**. In FIG. **8A**, an example **801** of three FPs on which this check will fail because the FP module sizes are not substantially equal. The check for similar module sizes may be represented by Pseudocode 1 below:

---

```

**** Pseudocode 1 **** Step 704 ****
if
(
  (
    abs(module_sizetl - module_sizetr)
    /
    min(module_sizetl, module_sizetr)
  ) <= tolerancemagnitude
  and
  (
    abs(module_sizetl - module_sizebl)
    /
    min(module_sizetl, module_sizebl)
  ) <= tolerancemagnitude
  and
  (
    abs(module_sizebl - module_sizetr)
    /
    min(module_sizebl, module_sizetr)
  ) <= tolerancemagnitude
):
  check passed
else:
  check failed

```

---

At a following step **705**, the relative angles of the FPs are checked to determine if the angular orientations of the three FPs are substantially equal. As previously explained, the angle of rotation calculated for each FP is modulo  $\pi/2$  radians ( $90^\circ$ ). Therefore, an adjustment is necessary to determine the smallest deviation between angles of rotation of FPs. In FIG. **8B**, an example **802** of three FPs on which this check will fail because the angular orientations of the FPs are not substantially equal. This check may be performed by implementing Pseudocode 2:

---

```

**** Pseudocode 2 **** Step 705 ****
if
(
  (
    abs(angletl - angletr) <= toleranceangle × pi / 2
    or
    (
      pi / 2 - max(angletl, angletr) + min(angletl, angletr)
    ) <= toleranceangle × pi / 2
  )
  and
  (
    abs(angletl - anglebl) <= toleranceangle × pi / 2
    or
    (
      pi / 2 - max(angletl, anglebl) + min(angletl, anglebl)
    ) <= toleranceangle × pi / 2
  )
  and
  (
    abs(anglebl - angletr) <= toleranceangle × pi / 2

```

---

## 14

-continued

---

```

**** Pseudocode 2 **** Step 705 ****
or
(
  pi / 2 - max(anglebl, angletr) + min(anglebl, angletr)
) <= toleranceangle × pi / 2
):
  check passed
else:
  check failed

```

---

Note that 'pi' refers to the mathematical constant  $\pi$ .

At a following step **706**, a check is performed to determine if the arrangement of three detected FPs corresponds to a valid QR code region. This is achieved by first checking that the distances between the top-left and top-right FPs, and the top-left and bottom-left FPs are substantially equal. This check may be performed by implementing Pseudocode 3:

---

```

**** Pseudocode 3 **** Step 706 - Part 1 ****
vector_xtl-tr = xtl - xtr
vector_ytl-tr = ytl - ytr
vector_magtl-tr = sqrt(vector_xtl-tr2 + vector_ytl-tr2)
vector_xtl-bl = xtl - xbl
vector_ytl-bl = ytl - ybl
vector_magtl-bl = sqrt(vector_xtl-bl2 + vector_ytl-bl2)
min_vector_mag = min(vector_magtl-bl, vector_xtl-bl)
max_vector_mag = max(vector_magtl-bl, vector_xtl-bl)
if max_vector_mag <= (min_vector_mag × (1 + tolerancemagnitude)):
  check passed
else:
  check failed

```

---

Once it has been confirmed that the lengths of the vectors between the top-left and top-right FPs, and the top-left and bottom-left FPs are substantially equal, the next step is to check that the lengths of these vectors are reasonable given the modules sizes of the FPs. Essentially, this checks that the lengths of the vectors are within those expected for QR codes of versions 1 (smallest) to 40 (largest). This check can be implemented with Pseudocode 4:

---

```

**** Pseudocode 4 **** Step 706 - Part 2****
module_size_average =
  (module_sizetl + module_sizetr + module_sizebl)
  /
  3
if
(
  (
    vector_magtl-tr × (1 + tolerancemagnitude)
    <
    14 × module_size_average
  )
  or
  (
    vector_magtl-tr × (1 - tolerancemagnitude)
    >
    170 × module_size_average
  )
  or
  (
    vector_magtl-bl × (1 + tolerancemagnitude)
    <
    14 × module_size_average
  )
  or
  (

```

---

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-continued

---

```

**** Pseudocode 4 **** Step 706 – Part 2 ****
vector_magtl-bl × (1 – tolerancemagnitude)
>
170 × module_size_average
)
):
  check failed
else:
  check passed

```

---

The check for a correct arrangement of detected FPs involves a check for a substantially orthogonal arrangement of FPs as well as a check that the assumed assignments of detected FPs to the top-right and bottom-left positions in the QR code region are correct. These checks may be performed by implementing Pseudocode 5:

---

```

**** Pseudocode 5 **** Step 706 – Part 3 ****
dot_product =
  (vector_xtl-tr × vector_xtl-bl)
  +
  (vector_ytl-tr × vector_ytl-bl)
cross_product_k =
  (vector_xtl-tr × vector_ytl-bl)
  +
  (vector_ytl-tr × vector_xtl-bl)
cos_theta = dot_product / (vector_magtl-tr × vector_magtl-bl)
if cos_theta <= toleranceangle and cross_product_k > 0:
  check passed
else:
  check failed

```

---

At a following step **707**, a check is performed to determine if the region rotation matches the FP angles. The angle of rotation of the candidate region is defined as the vector angle between the top-left and top-right FPs. In FIG. 8C, an example **803** is shown of three FPs on which this check will fail because the angular orientations of the FPs does not match the orientation of the region. This check may be performed by implementing Pseudocode 6:

---

```

**** Pseudocode 6 **** Step 707 ****
vector_angletl-tr = arctan2(vector_ytl-tr, vector_xtl-tr)
if vector_angletl-tr < 0:
  vector_angletl-tr = vector_angletl-tr + (2 × pi)
vector_angletl-tr = ((4 × vector_angletl-tr) mod (2 × pi)) / 4
if
(
  (
    abs(angletl – vector_angletl-tr) <= toleranceangle × pi / 2
    or
    (
      pi / 2
      – max(angletl, vector_angletl-tr)
      + min(angletl, vector_angletl-tr)
    ) <= toleranceangle × pi / 2
  )
  and
  (
    abs(angletr – vector_angletl-tr) <= toleranceangle × pi / 2
    or
    (
      pi / 2
      – max(angletr, vector_angletl-tr)
      + min(angletr, vector_angletl-tr)
    ) <= toleranceangle × pi / 2
  )
)
and

```

---

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-continued

---

```

**** Pseudocode 6 **** Step 707 ****
(
  abs(anglebl – vector_angletl-tr) <= toleranceangle × pi / 2
  or
  (
    pi / 2
    – max(anglebl, vector_angletl-tr)
    + min(anglebl, vector_angletl-tr)
  ) <= toleranceangle × pi / 2
)
):
  check passed
else:
  check failed

```

---

If all the above checks **704-707** are successful, as tested at step **714**, the triplet **712** of FPs is appended to an output list **606** of potential 3/3 regions at step **708**. Note that each output potential region has associated with it a confidence value based on the confidences of the region's three FPs. This confidence can be calculated by implementing Pseudocode 7:

---

```

**** Pseudocode 7 ****
confidenceregion = (confidencetl + confidencetr + confidencebl) / 3

```

---

The confidence value can be appended to the metadata for each FP in the list potential FPs.

If there are remaining triplets in the list of triplets generated at step **702**, tested at step **716**, processing returns to step **703**. Otherwise, if all triplets have been processed, then the process **602** of forming the list **606** of potential 3/3 regions, is terminated at a final step **709**.

Find True Regions

The process **603** for forming a list of true 3/3 regions, is described with reference to FIG. 9. Valid QR code regions cannot contain additional detected finder patterns. Based on this requirement, the QR code region **1000** of FIG. 10A is a valid region, as there are no additional detected finder patterns within the bounds **1001** of the region **1000**. The QR code region **1010** seen in FIG. 10B is not a valid QR code region as the region contains an additional detected FP **1012** with the region bounds **1011**. An exception is made when the confidence of an 'internal' FP is considerably less than that of the three FPs of the region. This is because, in some rare cases, alignment patterns **1022** can be detected as finder patterns as shown in **1020** of FIG. 10C. In this situation the confidence of the alignment pattern **1022** will be considerably lower than those of the detected finder patterns **1023**, **1024** and **1025**.

Turning back to FIG. 9, the process **603** of finding true 3/3 regions begins at an initial step **901** in which lists **606** of potential 3/3 regions and detected FPs are input.

At a following step **902**, a potential 3/3 region **910** is selected from the list **606** input in step **901**.

At a following step **903**, it is determined whether the potential 3/3 region contains an additional finder pattern of high confidence. Essentially, all of the detected finder patterns except for the finder patterns forming the potential code region are checked to determine if they are inside the extents of the potential 3/3 region.

The processes for determining if a particular finder pattern is within a potential code region will now be described. FIG. **11** shows a QR code region **1100** comprised of top-left **1103**, top-right **1101** and bottom-left **1102** FPs. A finder pattern **1109** is to be checked to determine if it is within the region

**1100**. First, vectors **1105** and **1106** between the top-left FP **1103** and the top-right **1101** and bottom-left **1102** FPs respectively are calculated. This can be achieved by implementing Pseudocode 8:

---

\*\*\*\* Pseudocode 8 \*\*\*\*

---

```

vector__Xtl-tr = Xtl - Xtr
vector__Ytl-tr = Ytl - Ytr
vector__Xtl-bl = Xtl - Xbl
vector__Ytl-bl = Ytl - Ybl

```

---

The position of the unknown corner of the region **1104** is then calculated, as shown in Pseudocode 9:

---

\*\*\*\* Pseudocode 9 \*\*\*\*

---

```

Xbr = Xtl + vector__Xtl-bl + vector__Xtl-tr
Ybr = Ytl + vector__Ytl-bl + vector__Ytl-tr

```

---

Next, vectors **1107** and **1108** between the bottom-right corner of the region **1104** and the top-right **1101** and bottom-left **1102** FPs respectively are calculated. This can be achieved by implementing Pseudocode 10:

---

\*\*\*\* Pseudocode 10 \*\*\*\*

---

```

vector__Xbr-tr = -vector__Xtl-bl
vector__Ybr-tr = -vector__Ytl-bl
vector__Xbr-bl = -vector__Xtl-tr
vector__Ybr-bl = -vector__Ytl-tr

```

---

Vectors **1110** and **1111** from the top-left **1103** and bottom-right **1104** corners of the region to the additional finder pattern to be checked **1109** are then constructed. This can be achieved with Pseudocode 11:

---

\*\*\*\* Pseudocode 11 \*\*\*\*

---

```

vector__Xtl-fp = Xfp - Xtl
vector__Ytl-fp = Yfp - Ytl
vector__Xbr-fp = Xfp - Xbr
vector__Ybr-fp = Yfp - Ybr

```

---

Finally, it is determined whether the additional FP **1109** lies within the region **1100** by determining the following conditions:

1. if the angle of the vector **1110** between the top-left FP **1103** and the additional finder pattern **1109** is between the angles of the vectors **1105** and **1106** between the top-left FP **1103** and the top-right **1101** and bottom left **1102** FPs respectively; and
2. if the angle of the vector **1111** between the bottom right corner **1104** and the additional finder pattern **1109** is between the angles of the vectors **1107** and **1108** between the bottom right corner **1104** and the top-right **1101** and bottom left **1102** FPs respectively.

If both conditions (1) and (2) are found to be true, then it is determined that the FP **1109** does lie within the region **1100**. This check can be accomplished by implementing Pseudocode 12:

---

\*\*\*\* Pseudocode 12 \*\*\*\*

---

```

vector__angletl-tr = arctan2(vector__Ytl-tr, vector__Xtl-tr)
if vector__angletl-tr < 0:
    vector__angletl-tr = vector__angletl-tr + (2 x pi)
vector__angletl-bl = arctan2(vector__Ytl-bl, vector__Xtl-bl)
if vector__angletl-bl < 0:
    vector__angletl-bl = vector__angletl-bl + (2 x pi)
vector__anglebr-tr = arctan2(vector__Ybr-tr, vector__Xbr-tr)
if vector__anglebr-tr < 0:
    vector__anglebr-tr = vector__anglebr-tr + (2 x pi)
vector__anglebr-bl = arctan2(vector__Ybr-bl, vector__Xbr-bl)
if vector__anglebr-bl < 0:
    vector__anglebr-bl = vector__anglebr-bl + (2 x pi)
vector__anglebr-fp = arctan2(vector__Ybr-fp, vector__Xbr-fp)
if vector__anglebr-fp < 0:
    vector__anglebr-fp = vector__anglebr-fp + (2 x pi)
vector__angletl-fp = arctan2(vector__Ytl-fp, vector__Xtl-fp)
if vector__angletl-fp < 0:
    vector__angletl-fp = vector__angletl-fp + (2 x pi)
min__vector__angletl = min(vector__angletl-tr, vector__angletl-bl)
max__vector__angletl = max(vector__angletl-tr, vector__angletl-bl)
min__vector__anglebr = min(vector__anglebr-tr, vector__anglebr-bl)
max__vector__anglebr = max(vector__anglebr-tr, vector__anglebr-bl)
if
(
    max__vector__angletl - min__vector__angletl
    <
    (
        2 x pi
        -
        max__vector__angletl
        +
        min__vector__angletl
    )
):
    if
    (
        vector__angletl-fp >= min__vector__angletl
        and
        vector__angletl-fp <= max__vector__angletl
    ):
        top left check passed
    else:
        top left check failed
else:
    if
    (
        vector__angletl-fp >= max__vector__angletl
        or
        vector__angletl-fp <= min__vector__angletl
    ):
        top left check passed
    else:
        top left check failed
if
(
    max__vector__anglebr - min__vector__anglebr
    <
    (
        2 x pi
        -
        max__vector__anglebr
        +
        min__vector__anglebr
    )
):
    if
    (
        vector__anglebr-fp >= min__vector__anglebr
        and
        vector__anglebr-fp <= max__vector__anglebr
    ):
        bottom right check passed
    else:
        bottom right check failed
else:
    if
    (
        vector__anglebr-fp >= max__vector__anglebr
        or

```

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-continued

\*\*\*\* Pseudocode 12 \*\*\*\*

```

vector_anglebr-fp <= min_vector_anglebr
):
    bottom right check passed
else:
    bottom right check failed
if
(
    top left check passed
    and
    bottom right check passed
):
    check passed
else:
    check failed

```

The fact that QR codes must contain a 4 module size quiet region surrounding them can be exploited to enlarge potential 3/3 code regions for the purposes of the internal FP check of step 903. This will reduce the number of false positive 3/3 regions that are identified as true 3/3 regions. Typically, an additional finder pattern cannot occur within approximately 11 module sizes of the centres of detected finder patterns of a code region. This takes into account both the 4 module quiet zone and the width of two half finder patterns (7 modules). The size of the potential 3/3 region used for the internal FP check could thus be enlarged by moving the four corners of the region outward by approximately 11 module sizes.

If it is determined that a potential 3/3 region contains an additional detected finder pattern, it is then determined whether the confidence of the additional detected finder pattern is considerably less than that of the detected finder patterns of the region. This check can be accomplished by implementing Pseudocode 13:

\*\*\*\* Pseudocode 13 \*\*\*\*

```

if
(
    confidencefp
    <
    (
        0.75
        x
        min(confidencedt, confidencetr, confidencebt)
    )
):
    check passed
else:
    check failed

```

Turning back to FIG. 9, if it is determined in step 903 that a potential 3/3 region does not contain an additional detected finder pattern of confidence similar to the detected finder patterns of the potential region, the potential 3/3 region is saved as a true 3/3 region in a following step 904. The saving may be performed to one of the intermediate variables, such as the variable register 3360 in FIG. 33B. An accumulation of these savings commences formation of the list 608.

If there are further unprocessed potential 3/3 regions, as tested at step 906, processing returns to step 902. Otherwise, if all potential 3/3 regions have been processed, then the process of forming the list 608 of true 3/3 regions, employed at step 603, is terminated at a final step 905.

#### 2/3 Resolving

A detailed description of the process 503 for forming candidate 2/3 regions, is described with reference to FIGS. 12, 13, 16 and 19. The same two pre-determined tolerance param-

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eters that were used in the previous description of 3/3 resolving, tolerance<sub>angle</sub> and tolerance<sub>magnitude</sub>, will also be used in resolving 2/3 regions. The same value of 0.2 will be used for both parameters.

Turning to FIG. 12, there is shown the general process 503 of resolving 2/3 regions. At an initial step 1201, the list 414 of detected FPs is input.

At a following step 1202, finder pattern pairs 1210 are found. These are pairs of finder patterns matching a number of criteria indicating that they potentially form part of a QR code.

At a following step 1203, potential 2/3 regions 1212 are found. Potential 2/3 regions 1212 are regions of the image 410/412 in which a QR code with an undetected finder pattern could potentially exist.

At a following step 1204, the potential 2/3 regions 1212 found in step 1203 are checked to determine if they contain 'internal' FPs in the same way that potential 3/3 regions are checked in step 603. Potential 2/3 regions that do not contain such 'internal' FPs are determined to be true 2/3 regions 1214.

The process 503 of forming candidate 2/3 regions is terminated at a final step 1205.

#### Find Finder Pattern Pairs

The process 1202 of finding finder pattern pairs is now described in more detail with reference to FIG. 13. At an initial step 1301, the list 414 of detected finder patterns is input.

At a following step 1302, a list 1312 of finder pattern pairs is generated by finding every combination of two FPs possible from the input list. For the purposes of this description, the two finder patterns in each finder pattern pair will be arbitrarily assigned the labels A and B. In the following description, attributes (such as module\_size) will be subscripted with 'A' and 'B' to indicate which FP they refer to.

At a following step 1303, a pair 1314 of finder patterns is selected from the list 1312 generated in step 1302.

At a following step 1304, the finder pattern pair 1314 is checked to determine if the two finder patterns are reasonably similar in module size. FIG. 14A shows an example 1400 of where this check will not succeed. It can be seen that the module sizes of finder patterns 1401 and 1402 are considerably different. The check for similar module sizes may be represented by Pseudocode 14:

\*\*\*\* Pseudocode 14 \*\*\*\* Step 1304 \*\*\*\*

```

if
(
    (
        abs(module_sizeA - module_sizeB)
        /
        min(module_sizeA, module_sizeB)
    ) <= tolerancemagnitude
):
    check passed
else:
    check failed

```

At a following step 1305, the angles of the FPs are checked to determine if the angular orientations of the two FPs are substantially equal. It must be noted that the angle of rotation for each finder pattern is modulo  $\pi/2$  radians. Therefore, an adjustment is necessary to determine the smallest deviation between the angles of rotation of the two finder patterns. FIG. 14B shows an example 1410 of where this check will not pass. It can be seen that the angles of finder patterns 1411 and 1412 are considerably different. This check may be performed by implementing Pseudocode 15:

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---

```

**** Pseudocode 15 **** Step 1305 ****
if
(
(
abs(angleA - angleB) <= toleranceangle x pi / 2
or
(
(pi / 2) - max(angleA, angleB) + min(angleA, angleB)
<=
toleranceangle x pi / 2
)
)
):
check passed
else:
check failed

```

---

Note that 'pi' refers to the mathematical constant  $\pi$ .

At a following step **1306** the angle of the vector between the FPs checked to determine if it corresponds to the angles of the finder patterns for one of two possible 2/3 code region configurations. The two possible configurations of 2/3 regions are shown in FIGS. **15A** and **15B**. The configuration **1500** of FIG. **15A**, in which the two detected FPs correspond to FPs along the side of the QR code **1501**, will be referred to as a 'normal' type 2/3 region. The configuration **1510**, of FIG. **15B**, in which the detected FPs are on the diagonal of the QR code **1511**, will be referred to as a 'diagonal' type 2/3 region. FIG. **15C** shows an example **1520** of a pair of finder patterns to be checked. The check determines if the angle **1524** of the vector **1523** between the finder patterns **1521**, **1522** is consistent with either of the valid configurations **1500** and **1510** within the allowed angular tolerance tolerance<sub>angle</sub>. A consequence of this check is that the type of the FP pair, being normal or diagonal, is established. This check can be implemented using Pseudocode 16:

---

```

**** Pseudocode 16 ****
vector_xA-B = xB - xA
vector_yA-B = yB - yA
vector_magA-B = sqrt(vector_xA-B2 + vector_yA-B2)
vector_angleA-B = arctan2(vector_yA-B, vector_xA-B)
if vector_angleA-B < 0:
vector_angleA-B = vector_angleA-B + (2 x pi)
vector_angleA-B' = ((4 x vector_angleA-B) mod (2 x pi) / 4)
anglediffA = abs(angleA - vector_angleA-B)
anglediffA =
min
(
(
anglediffA,
(
pi / 2
-
max(angleA, vector_angleA-B')
+
min(angleA, vector_angleA-B')
)
)
)
anglediff45A = abs(anglediffA - pi / 4)
anglediffB = abs(angleB - vector_angleA-B')
anglediffB =
min
(
(
anglediffB,
(
pi / 2
-
max(angleB, vector_angleA-B')
+
min(angleB, vector_angleA-B')
)
)
)

```

---

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-continued

---

```

**** Pseudocode 16 ****
anglediff_45B = abs(anglediffB - pi / 4)
if
(
(
anglediffA < toleranceangle x pi / 2
and
anglediffB < toleranceangle x pi / 2
)
or
(
anglediff_45A < toleranceangle x pi / 2
and
anglediff_45B < toleranceangle x pi / 2
)
):
if
)
anglediff_45A < anglediffA
and
anglediff_45B < anglediffB
):
region_type = diagonal
else:
region_type = normal
check passed
else:
check failed

```

---

At a following step **1307**, a check is made to determine if the length of the vector between the two FPs is within the limits for QR code versions 1-40, allowing for the magnitude tolerance. This check can be performed by implementing Pseudocode 17:

---

```

**** Pseudocode 17 ****
module_size_average = (module_sizeA + module_sizeB) / 2
if (region_type == normal):
if
(
(
vector_magA-B x (1 + tolerancemagnitude)
<
14 x module_size_average
)
or
(
vector_magA-B x (1 - tolerancemagnitude)
>
170 x module_size_average
)
):
check failed
else:
check passed
else:
if
(
(
vector_magA-B x (1 + tolerancemagnitude)
<
1.41 x 14 x module_size_average
)
or
(
vector_magA-B x (1 - tolerancemagnitude)
>
1.41 x 170 x module_size_average
)
):
check failed
else:
check passed

```

---

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If all the above checks **1304-1307** are successful, as tested at step **1310**, the pair **1314** of FPs is appended to an output list **1210** of FP pairs at step **1308**. If there are remaining FP pairs in the list **1312** generated at step **1302**, as tested at step **1311**, processing returns to step **1303**. Otherwise the process **1202** of finding FP pairs is terminated at a final step **1309**.

Find Potential 2/3 Regions

The process **1203** of finding potential 2/3 regions is now described in more detail with reference to FIG. 16. At an initial step **1601**, the list **1210** of previously found finder pattern pairs is input.

At a following step **1602**, a finder pattern pair **1610** is selected from the list **1210** of finder pattern pairs input previously at step **1701**.

If the selected finder pattern pair **1610** has a “type” that is “diagonal”, as tested in step **1606**, one diagonal type potential 2/3 region is generated in step **1603**. If the selected finder pattern pair “type” is “normal”, two normal type potential 2/3 regions are generated in step **1604**. The implementations of steps **1603** and **1604** will be described subsequently. Note that for each potential 2/3 region **1612** output from steps **1603** and **1604**, a confidence value based on the confidences of the region’s two detected FPs is calculated. This confidence can be calculated by implementing Pseudocode 18:

---

\*\*\*\* Pseudocode 18 \*\*\*\*

---


$$\text{confidence}_{\text{region}} = (\text{confidence}_A + \text{confidence}_B) / 2$$


---

If there are further unprocessed finder pattern pairs, determined at step **1607**, processing returns to step **1602**. Otherwise, the process **1203** of finding potential 2/3 regions is terminated at a final step **1605**. The processing of step **1203** establishes a list **1212** of determined potential 2/3 regions which may be stored in the memory **3334**.

The process **1603** of generating a diagonal type potential 2/3 region will now be described in detail. FIG. 17A shows an example **1700** of a diagonal type 2/3 region **1703** formed from a pair of detected finder patterns **1701** and **1702**. As shown in the region of **1700**, in the diagonal case the detected finder patterns correspond to the top-right and bottom-left FP positions in the QR code region.

Generating a potential 2/3 region from a finder pattern pair essentially involves determining the two possible locations for missing finder patterns in the region. This determines the extents of the potential 2/3 region. FIG. 18A shows an example **1800** of how the two possible locations of missing finder patterns are determined for diagonal type potential 2/3 regions. First, one of the two detected finder patterns **1801**, **1802** is selected as the reference finder pattern (finder pattern **1801** being selected in this example). Next, two vectors **1804** and **1806** are formed at angles offset by 45° **1808** from the vector **1803** from the selected reference finder pattern **1801** to the other detected finder pattern **1802**. The lengths of the vectors **1804** and **1806** are calculated from the length of the vector **1803** as shown in Pseudocode 19:

---

\*\*\*\* Pseudocode 19 \*\*\*\*

---


$$\begin{aligned} \text{vector\_mag}_{4604} &= \text{vector\_mag}_{4603} / 1.41 \\ \text{vector\_mag}_{4606} &= \text{vector\_mag}_{4603} / 1.41 \end{aligned}$$


---

Note that the constant 1.41 approximates the square root of 2 in the above pseudocode.

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The endpoints of the vectors **1804** and **1806** determine the two possible locations of missing finder patterns **1805** and **1807**. With the two possible locations of missing finder patterns determined, the potential 2/3 region is fully defined and step **1603** is complete.

The process of generating two normal type potential 2/3 regions **1604** will now be described in detail. FIG. 17B shows an example of two normal type 2/3 regions **1713** and **1714** formed from a pair of detected finder patterns **1711** and **1712**. As shown in **1710**, in normal type 2/3 regions the detected finder patterns correspond to two adjacent finder pattern positions on one side of the code region. For this reason, there can be two potential 2/3 regions formed from a single normal type finder pattern pair, as shown in **1710**. Essentially, based on the detected finder pattern pair **1711**, **1712**, there could be a QR code with a missing third finder pattern in either of the regions **1713** and **1714**. For this reason, both potential 2/3 regions are generated in step **1604**.

Generating the two potential 2/3 regions for the finder pattern pair essentially involves determining, for each potential 2/3 region **1713** and **1714**, the two possible locations of missing finder patterns. This process is the same for all normal type potential 2/3 regions (i.e. it is the same for both **1713** and **1714**), and is described subsequently. Once the process described below has been completed for both potential 2/3 regions (such as **1713**, **1714**) formed from a finder pattern pair, the step **1604** is complete.

FIG. 18B shows an example **1810** of a normal type potential 2/3 region. For normal type finder pattern pairs such as **1811**, **1812**, one normal type potential 2/3 region is formed on each side of the vector **1813** between the two detected finder patterns. Just one of the two possible potential 2/3 regions formed from finder pattern pair **1811**, **1812** is shown in **1810**.

The process of determining the two possible locations of missing finder patterns for the potential 2/3 region **1810** begins with forming two vectors **1814** and **1816** offset at 90° from the vector **1813** between the detected finder patterns **1811**, **1812**. The lengths of the vectors **1814** and **1816** are the same as that of the vector **1813**. The endpoints of the vectors **1814** and **1816** determine the two possible locations of missing finder patterns **1815** and **1817**.

Find True 2/3 Regions

The process **1204** of finding true 2/3 regions is now described in more detail with reference to FIG. 19. As previously explained in the description of 3/3 resolving, valid QR code regions cannot contain additional detected finder patterns, however an exception is made for when the detection confidence of an ‘internal’ FP is much lower than the detected finder pattern pair of the code region.

At an initial step **1901**, a list **1212** of previously determined potential 2/3 regions is input.

At a following step **1902**, a potential 2/3 region **1910** is selected from the list **1212** input in step **1901**.

At a following step **1903**, it is determined whether the potential 2/3 region **1910** contains an additional finder pattern of high confidence. Essentially, all of the detected finder patterns except for the finder patterns forming the potential 2/3 region are checked to determine if they are inside the extents of the potential 2/3 region.

The process for determining if a particular FP is within a potential 2/3 region is essentially the same as that previously described for 3/3 resolving. To apply this process to potential 2/3 regions, the detected and missing FP locations must first be assigned to the standard FP position labels top-left, top-right, bottom-left and bottom-right. The process of assigning standard FP position labels to the detected and possible miss-

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ing FP locations will now be described for both normal and diagonal type potential 2/3 regions with reference to FIGS. 20A and 20B.

A diagonal type potential 2/3 region **2000** is shown in FIG. 20A. An additional finder pattern **2009** is to be checked to determine if it is within the potential 2/3 region. First, one of the missing finder pattern locations **2003**, **2004** is arbitrarily assigned the position of top-left FP. Subsequently, the other possible missing FP location is assigned the position of bottom-right FP. The two detected FPs **2001**, **2002** are then assigned the positions of top-right and bottom-left FPs accordingly. The process of determining if the additional FP **2009** lies within the potential 2/3 region **2000** can now be carried out by the method previously described for 3/3 resolving, using the following information:

- (i) Vectors **2005** and **2006** between the top-left FP **2003** and the top-right **2001** and bottom-left **2002** FPs;
- (ii) Vectors **2007** and **2008** between the bottom-right FP **2004** and the top-right **2001** and bottom-left **2002** FPs; and
- (iii) Vectors **2010** and **2011** from the top-left **2003** and bottom-right **2004** FPs to the additional finder pattern to be checked **2009**.

A normal type potential 2/3 region **2020** is shown in FIG. 20B. An additional finder pattern **2029** is to be checked to determine if it is within the potential 2/3 region. First, one of the detected finder pattern locations **2022**, **2023** is arbitrarily assigned the position of top-left FP. Subsequently, the other detected FP location is assigned the position of bottom-left FP. The two possible missing FP locations **2021**, **2024** are then assigned the positions of top-right and bottom-right FPs accordingly. The process of determining if the additional FP **2029** lies within the potential 2/3 region **2020** can now be carried out by the method previously described for 3/3 resolving, using the following information:

- (i) Vectors **2025** and **2026** between the top-left FP **2023** and the top-right **2021** and bottom-left **2022** FPs;
- (ii) Vectors **2027** and **2028** between the bottom-right FP **2024** and the top-right **2021** and bottom-left **2022** FPs; and
- (iii) Vectors **2030** and **2031** from the top-left **2023** and bottom-right **2024** FPs to the additional finder pattern to be checked **2029**.

In the methods described previously for determining whether an additional FP lies within a potential 2/3 region, the extents of the potential 2/3 region were based on the nominal predicted locations of the two possible missing finder patterns of the 2/3 region. Alternative methods may be used to define the extents of potential 2/3 regions for the internal FP check. One alternative is to apply the tolerances  $\text{tolerance}_{\text{magnitude}}$  and  $\text{tolerance}_{\text{angle}}$  in determining the possible locations of missing finder patterns such that the extents of potential 2/3 regions are as small as possible (within the allowed tolerances). This would be a more conservative approach than the approach detailed above, accounting for the possibility that warping has resulted in a smaller than expected QR code region. This would reduce false negatives, which are situations where a valid QR code region is erroneously eliminated by the internal FP check.

The fact that QR codes must contain a 4 module size quiet region surrounding them can be exploited to enlarge potential 2/3 code regions for the purposes of the internal FP check of step **1903**. This will reduce the number of false positive 2/3 regions that are identified as true 2/3 regions. Typically, an additional finder pattern cannot occur within 11 module sizes of the centres of detected finder patterns of a code region. This takes into account both the 4 module quiet zone and the width

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of two half finder patterns (3.5 modules each). The size of the potential 2/3 region used for the internal FP check could thus be enlarged by moving the four corners of the region outward by 11 module sizes.

If it is determined that a potential 2/3 region contains an additional detected finder pattern, it is then determined whether the confidence of the additional detected finder pattern is considerably less than that of the detected finder patterns of the region. This check can be accomplished by implementing Pseudocode 20:

---

\*\*\*\* Pseudocode 20 \*\*\*\*

---

```

if
(
  confidencefp
  <
  (
    0.75
    x
    min(confidenceA, confidenceB)
  )
);
  check passed
else:
  check failed

```

---

Turning back to FIG. **19**, if it is determined in step **1903** that a potential 2/3 region does not contain an additional detected finder pattern of confidence similar to the detected finder patterns of the potential region, the potential 2/3 region is saved into memory **3334** as a true 2/3 region in a following step **1904**.

If there are further unprocessed potential 2/3 regions, as tested at step **1906**, processing returns to step **1902**. Otherwise, if all potential 2/3 regions have been processed, then the process **1204** of forming the list **1214** of true 2/3 regions, is terminated at a final step **1905**.

The list **608** of true 3/3 regions and the list **1214** of true 2/3 regions collectively form the (expected) QR code regions **416** described above as being output from the resolving process **404**.

Decoding Process

The decoding process **405** is described with reference to FIG. **21**. The decoding process **405** attempts to extract information from each 3/3 region (**608**) and 2/3 region (**1214**) in turn. A detected finder pattern may be shared by a number of 3/3 regions and 2/3 regions. This is because, at the conclusion of step **404**, the presence of encoded data in each of the 3/3 and 2/3 regions is as yet unknown. That is, the regions **416** generated at step **404** are not confirmed QR codes, but rather regions likely to contain QR codes.

At step **405**, a region is confirmed as a QR code if data is successfully extracted from the region. Furthermore, QR codes may not share finder patterns with other QR codes. Therefore, once a QR code region is successfully decoded, any remaining regions that share finder patterns with the successfully decoded code region are not processed. Thus, processing time is not wasted in attempts to decode regions that cannot form a QR code.

The decoding process **405** begins at an initial step **2101** in which the list or lists of 3/3 regions and 2/3 regions are input.

At a following step **2102**, all 3/3 regions are processed in turn. This processing step, which involves attempting to extract coded information from code regions, is described in detail later.

At a following step **2103**, all 2/3 regions are similarly processed.



The decoding process 405 terminates at a final step 2104.

The process of processing 3/3 regions employed at step 2102 is described in detail with reference to FIG. 22.

At an initial step 2201, the list of 3/3 regions is received.

At a following step 2202, the 3/3 regions are sorted by their region confidences to ensure that regions with higher confidences are processed before regions with lower confidences.

At a following step 2203, the next remaining 3/3 region in the list created in step 2202 is selected.

At a following step 2204, an attempt is made to decode a region. Decoding uses the three FPs of the region to identify the coded content of the QR code. Specifically, the locations of each of the three FPs can be used to define a grid of data module locations from which the data modules in the code region are sampled and the encoded data is extracted. The process of sampling data modules and extracting coded data from a QR code once all three FPs of the code have been acquired is well known in the prior art and need not be described further.

If the region is successfully decoded, then any 3/3 regions remaining to be processed that share FPs with the current region are discarded at a following step 2205.

Also, at step 2206 which follows step 2205, any 2/3 regions remaining to be processed that share FPs with the current region are also discarded.

If there are 3/3 regions remaining to be processed, tested at step 2208, processing continues at step 2203. Where the decoding of step 2204 fails, the test of step 2208 follows.

Once all 3/3 regions have been processed, the process 2102 is terminated at a final step 2207.

The processing of 2/3 regions employed at step 2103 is described in detail with reference to FIG. 23.

At an initial step 2301, the list of remaining 2/3 regions is received, noting that some 2/3 regions may have been discarded in step 2206.

At a following step 2302, the 2/3 regions are sorted by their region confidences to ensure that regions with higher confidences are processed before regions with lower confidences.

At a following step 2303, the next remaining 2/3 region in the list created in step 2302 is selected.

At a following step 2304, a third FP is sought in a process that is described in detail later.

If a missing FP is successfully found in step 2304, processing continues at a following step 2305 in which an attempt is made to decode the region in a decode process identical to that employed at step 2204 using the two selected detected finder patterns from step 2303 and the third finder pattern detected at step 2304. Decoded data may then be stored in the memory 3334 as, for example, the output variable 3362.

If decoding is successful, then any 2/3 regions remaining to be processed that share FPs with the successfully decoded region are removed at step 2306 in a similar process as that employed at step 2206.

If there are 2/3 regions remaining to be processed, tested at step 2308, processing continues at step 2303. Where the detection at step 2304, or the decoding at step 2305 fails, the test of step 2308 follows.

Once all the 2/3 regions have been processed, the process 2103 is terminated at a final step 2307.

Detect Missing FP

Template correlation is a known and very robust method for detecting and locating features in an image. In the context of the present disclosure, it is desired to detect and locate QR FPs. Template correlation, however, has several fundamental disadvantages. Firstly, template correlation would require, in the context of the present disclosure, that the size of the QR FPs be pre-determined. Secondly, template correlation would

require that the rotational orientation of the QR FPs be pre-determined. These two restrictions would greatly limit the functionality of any QR FP detection system implementing template correlation. In the particular case of printed and scanned QR codes, there is almost always some rotational misalignment of the QR code in the scanned image.

In addition to the above two mentioned limitations, template correlation is a computationally expensive operation. Consequently, a QR FP detection system that employs template correlation on an entire scanned image could be impractically slow.

The present inventors have nevertheless developed a QR FP detection system that utilises template correlation in a manner that draws on its robustness, but overcomes the above-mentioned limitations. Broadly, the presently disclosed system employs the information gathered by the previously performed CCA to form a template that is adapted to the FP to be searched for, thereby maximizing correlation strength. In essence, any distortions and misalignments introduced by printing and scanning cycles can be estimated from their effects on the two already detected FPs. This information can then be used to search for a missing damaged FP with greater efficiency and accuracy.

In addition, small search regions in the image may be estimated from the locations of the two already detected FPs. These search regions are the only possible areas in which a third missing FP can be located. Thus, the computationally expensive operation of template correlation is restricted to a small proportion of the image, resulting in a far more efficient detection system.

The process of detecting a missing FP, employed at step 2304 is described with reference to FIG. 24.

The process begins at an initial step 2401 in which a 2/3 region is input.

At a following step 2402, a pattern matching template is formed with reference to the two already detected FPs in the 2/3 region. Two effective methods for forming a pattern matching template are described in detail later.

At a following step 2403, candidate search regions are formed. A candidate search region is a small image region in which a third, missing FP may exist. The process 2403 of forming candidate search regions is described later.

At a following step 2404, the pattern matching template generated at step 2402 is applied to each candidate search region formed at step 2403. This step attempts to detect the third, missing FP by template correlation. If a missing FP is detected, and step 2404 thus successful, the 2/3 region is determined to be 'complete'. That is, all three FPs have been detected, and the data encoded in the QR code may be extracted. Therefore, if the missing FP is detected, then processing continues at step 2405, in which the 'complete' region is appended to a list to be output from the process 2304. Otherwise, the 2/3 region does not form a valid QR code, and is discarded. The process 2304 of detecting a missing FP is terminated at step 2406.

Forming Template—from Metadata

One process of forming a pattern matching template from CCA information, that may be employed at step 2402, is described in detail with reference to FIG. 25 as step 2402a.

The process 2402a begins at an initial step 2501 in which a 2/3 region is input.

At a following step 2502, information from CCA for the two already detected FPs in the 2/3 region is acquired. As previously mentioned, CCA provides the following information regarding a detected FP:

- (i) Coordinates of the FP centre;
- (ii) Size of black modules in the FP;

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- (iii) Size of white modules in the FP;
- (iv) Rotation of the FP;
- (v) Confidence of the FP; and
- (vi) Bounding box of the FP.

The size of black and white modules forming FPs gives an indication of the effect of dot gain. Thus, when two of three FPs in a QR code region have been detected, dot gain information can be used to locate the third, missing FP. It is useful to obtain an average of module sizes between the two detected FPs. These averages may be computed by implementing Pseudocode 21:

---

\*\*\*\* Pseudocode 21 \*\*\*\*

---

```

average_module_size_black =
  (module_size_black_fp0 + module_size_black_fp1) / 2
average_module_size_white =
  (module_size_white_fp0 + module_size_white_fp1) / 2

```

---

At a following step **2503**, information acquired from CCA is used to generate a pattern matching template. In step **2503**, a template **2700** (seen in FIG. 27) of a QR FP is formed in the memory **3334** conforming to the following ratios of black and white widths, as in Pseudocode 22. The label “average\_module\_size” is abbreviated as “ams” for convenience of representation.

---

\*\*\*\* Pseudocode 22 \*\*\*\*

---

```

ams_black : ams_white : 3 x ams_black : ams_white : ams_black
average_module_size_black :
average_module_size_white :
3 x average_module_size_black :
average_module_size_black :
average_module_size_black :

```

---

As seen in FIG. 27, the outer black region **2701** of the FP template **2700** will have a stroke width **2704** of average\_module\_size\_black. Also, the white region **2702** will have a width **2705** of average\_module\_size\_white. Lastly, the inner black region **2703** will have a width **2706** of three times average\_module\_size\_black.

Subsequently, the template **2700** is rotated to account for the angle of the already detected FPs. This is seen in FIG. 28 with reference to a rotated template **2800** where the average angle **2801** (angle\_average) between the two detected FPs, angle\_fp0 and angle\_fp1, is computed by implementing Pseudocode 23:

---

\*\*\*\* Pseudocode 23 \*\*\*\*

---

```

if
(
  abs(angle_fp0 - angle_fp1)
  >
  (
    pi / 2
    -
    max(angle_fp0, angle_fp1)
    +
    min(angle_fp0, angle_fp1)
  )
):
  angle_average =
  (
    min(angle_fp0, angle_fp1)
    -
    (
      pi / 2

```

30

-continued

---

\*\*\*\* Pseudocode 23 \*\*\*\*

---

```

-
  max(angle_fp0, angle_fp1)
)
)
/
2
if angle_average < 0:
  angle_average = pi / 2 + angle_average
else:
  angle_average =
  (
    angle_fp0
    +
    angle_fp1
  )
  /
  2

```

---

A detailed description of rotating a template by a specified angle is not provided herein as a variety of well-known methods may be employed, such as an affine transformation with interpolation.

Once a template **2800** incorporating dot gain information and angular rotation information is formed, the process **2402a** of forming a pattern matching template from CCA information is terminated at a final step **2504**.

Forming Template—Cut Out and Average

FIG. 26 shows an alternative method **2402b** of forming a pattern matching template, which may be employed at step **2402**. Here, a template is created by cutting out from the input or binarized image **410**, **412**, the two already detected FPs, and then scaling and averaging those two already detected FPs.

The process **2402b** begins at an initial step **2601** in which a 2/3 region is input.

At a following step **2602**, the two already detected FPs in the 2/3 region are cropped from the acquired image using the bounding box information of each FP. The two cropped images may differ slightly in height and width, and so scaling is then employed in step **2602** to scale both images to the average height and width of the two detected FPs. Again, an affine transformation may be used to accomplish this goal.

At a following step **2603**, each pixel from the two scaled representations of the FPs is averaged by summing the two pixel intensities and dividing that sum by two. The result is a template that is an averaged representation of the detected FPs encompassing any noise and distortion effects introduced by printing and scanning operations.

The process **2402b** of forming a template **2402** terminates at a final step **2604**.

Search Regions

The process **2403** of forming candidate search regions potentially containing a third finder pattern is now described in detail with reference to FIGS. 29A to 30.

FIG. 29B shows an example of a normally oriented 2/3 region **2910** and FIG. 29A shows an example of a diagonally oriented 2/3 region **2900**. The process **2403** of generating search regions differs depending on whether a normally or diagonally oriented 2/3 code region is to be processed at step **2403**. The appropriate processes for both types of 2/3 region are described below.

In the normally oriented 2/3 region **2910** of FIG. 29B, two rectangular search regions **2913** and **2914** are formed about or adjacent to the detected finder patterns **2911** and **2912**. This may be achieved by forming two lines **2916** and **2917** perpendicular to a line **2915**, the lines **2916** and **2917** running

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through the centres of the respective detected finder patterns **2911** and **2912**. The lines **2916** and **2917** define the locations of the search regions **2913** and **2914** through a process to be described later with reference to FIG. **30**. Note that the 2/3 region **2910** shown in FIG. **29B** is only one of two possible 2/3 regions that will have been formed from the two detected finder patterns **2911** and **2912** in the step **404**. Another 2/3 region will also have been formed to the left of finder patterns **2911** and **2912**, however search regions for this 2/3 region can be formed in the same way as for the region **2910** shown in FIG. **29B**.

In the diagonally oriented 2/3 region **2900** of FIG. **29A**, the two rectangular search regions **2903** and **2904** are formed about or adjacent to the detected finder patterns **2901** and **2902**. Here, two lines **2905** and **2907** are formed at 45° to a line **2906** that passes through the centres of the two detected finder patterns **2901** and **2902**. Both of these lines **2905** and **2907** must pass through the centre of one of the two detected finder patterns **2901**, **2902**. The selection of the central FP is arbitrary. These lines **2905** and **2907** define the locations of the search regions **2903** and **2904** through the process to be described next with reference to FIG. **30**.

FIG. **30** shows a detected finder pattern **3001** and an adjacent search region **3017** located on a line **3002**. FIG. **30** shows how a search region is formed based on a finder pattern in a 2/3 region and a known line passing through the centres of the finder pattern and the search region. Referring back to the normally oriented code region **2910** of FIG. **29**, note that the arrangement shown in FIG. **30** could correspond to the finder pattern **2911** and adjacent search region **2913** (on line **2916**), or alternatively, to the finder pattern **2912** and adjacent search region **2914** (on line **2917**). Referring to the diagonally oriented code region **2900** of FIG. **29A**, further note that the arrangement of FIG. **30** could correspond to the central finder pattern **2901** and either of the adjacent search regions **2903** or **2904** (on lines **2905** and **2907** respectively).

The centre **3013** of the search region **3017** corresponds to an expected location of a missing finder pattern. The distance **3015** between the finder pattern **3001** and the centre **3013** of the search region **3017** is the nominal distance (to be referred to as  $D_{nom}$ ) between adjacent finder patterns in the code region being processed. In a normally oriented code region, such as the code region **2910**, the nominal distance  $D_{nom}$  is the distance between the centres of finder patterns **2911** and **2912** along line **2915**. This can be represented by Pseudocode 24:

---

\*\*\*\* Pseudocode 24 \*\*\*\*

---


$$D_{nom, normal} = \text{distance}(\text{first detected FP to second detected FP})$$


---

In a diagonally oriented code region such as the code region **2900**, the nominal distance  $D_{nom}$  is the distance between the centres of finder patterns **2901** and **2902** along the line **2906**, divided by 1.41. This can be represented by Pseudocode 25:

---

\*\*\*\* Pseudocode 25 \*\*\*\*

---


$$D_{nom, diagonal} = \frac{\text{distance}(\text{first detected FP to second detected FP})}{1.41}$$


---

Note that the constant 1.41 as used above approximates the square root of 2.

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The boundaries of the rectangular search region **3017** are defined such that the region is as small as possible, whilst still including all of the control points **3007**, **3008**, **3009**, **3010**, **3011** and **3012**. Note that the rectangular search region is always oriented with sides parallel to the axes (e.g. **3020** and **3021**) of the coordinate system in use, regardless of the angle of the line **3002**. This is because such rectangular and normally oriented search regions allow for a simple implementation of the later template matching process.

The locations of the points defining the boundaries of the rectangular search region **3017** are based on the application of both a magnitude tolerance  $tolerance_{magnitude}$  and angle tolerance  $tolerance_{angle}$  to the expected location of the undetected finder pattern **3013**. The point **3009** is found as the end-point of the vector **3004** from the finder pattern **3001** along the line **3002** of length  $D_{max}$  **3016**. The length  $D_{max}$  can be calculated as follows:

---

\*\*\*\* Pseudocode 26 \*\*\*\*

---


$$D_{max} = (1 + tolerance_{magnitude}) \times D_{nom}$$


---

The point **3012** is found as the point along the vector **3004** at a distance  $D_{min}$  **3014** from the finder pattern **3001**. The distance  $D_{min}$  can be calculated as follows:

---

\*\*\*\* Pseudocode 27 \*\*\*\*

---


$$D_{max} = (1 - tolerance_{magnitude}) \times D_{nom}$$


---

A vector **3003** is found by rotating the vector **3004** away from the line **3002** by  $tolerance_{angle} \times \pi/2$  **3006**. The points **3007** and **3008** are found at distances  $D_{min}$  and  $D_{max}$  along this vector, respectively. The points **3010** and **3011** are found similarly along vector **3005**, rotated  $tolerance_{angle} \times \pi/2$  **3006** in the other direction from line **3002**.

In this implementation, rectangular search regions with sides parallel to the axes of the coordinate system are used, however one skilled in the art will recognise that any search region formed using methods similar to those described herein may alternatively be used. The arrangements described herein teach that search regions should be formed based on the expected locations of missing finder patterns and some applied tolerances, resulting in search regions of sizes on the order of the size of the potential code region (i.e. much smaller than the whole page). In the presently described implementation, a magnitude and angle tolerance is used, and a rectangular search region is fitted to the area defined by those tolerances. Conceivably, an alternative means of applying a tolerance to the expected location of missing finder patterns may be employed to define search regions of any shape without departing from the present teachings.

Applying the Template

At step **2404**, the template formed at step **2402** is applied in a template correlation process in the search regions identified at step **2403**.

Two-dimensional (2D) correlation is a well-known method for detecting and locating a sought-after feature in an image. 2D correlation involves passing a template over the content contained in a search region to yield a 2D correlation map. Each point in the correlation map indicates the similarity of the template and overlapping search area at that point. Thus, a sharp peak in the correlation map indicates that a feature resembling the template is present in the content of the search region at the coordinates of the peak.

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In step **2404**, 2D correlation with the FP template formed at step **2402** is applied on each search region specified by step **2403** to determine if a third FP is present. In determining whether a third FP is present, a predetermined peak strength threshold is applied. If the highest peak of the correlation maps of either of the search regions is higher than the predetermined threshold, an FP is determined to exist in that search region at the location of the peak. If an FP is found in both search regions, the third FP of the 2/3 region is determined to be the FP with the higher peak in the corresponding correlation map. If a third FP is successfully found, processing continues at step **2405** to output a complete QR region. If a correlation peak of strength greater than the pre-determined correlation peak threshold could not be found in either of the search regions specified by step **2403**, the template matching process **2404** is deemed a failure and processing continues at step **2406** where the process **2304** concludes.

An alternative method of template correlation, as applied at step **2404**, involves a one-dimensional correlation (instead of the 2-D correlation method described). A one-dimensional correlation involves taking a 'slice' through the described 2-D pattern matching template formed at step **2402**. A 'slice' is a cross-section through the centre point of the template, oriented at the same angle of rotation, angle<sub>average</sub>, as the template. Subsequently, a line-by-line search is performed through the search regions. If the search yields a line of pixels resembling the template 'slice', then the third FP is deemed to have been successfully found. Additionally, the search may be performed at a direction perpendicular to the angle of rotation, angle<sub>average</sub>.

#### Alternative Implementations

An alternative implementation to QR code detection and decoding exploits the inherent features of a QR code to aid in the process of detecting a missing FP in a 2/3 region.

In this alternative implementation, the process **2304** of detecting a missing FP is altered to the process **2304a** seen in FIG. **32** and which comprises an additional region confirmation step **3201**, with other steps being the same as described and numbered above.

In a first example of the region confirmation step **3201**, a clocking pattern is sought. As seen in FIG. **31**, QR codes comprise clocking patterns **3102** that run between FPs. These clocking patterns **3102** consist of alternating black and white modules that run in a straight line from the top-left FP to the bottom-left and top-right FPs. Consequently, a simple check may be implemented to detect a linear progression of alternating black and white modules leading away from each of the two already detected FPs. If alternating black and white modules resembling a clocking pattern are detected, then the region confirmation step **3201** is successful and step **2402** described above follows. Otherwise, the region confirmation step **3201** fails and step **2406** follows.

A second example of the region confirmation step **3201** inspects the frequency characteristics of the code region. The QR code module size may be calculated from the two already detected FPs. Therefore, frequency analysis techniques (such as a 2-D Fourier Transform) may be used to determine if the frequency of black and white modules in the code region matches that of the detected FPs. Specifically, it is expected that the energy in the code region is concentrated at a frequency that maps to the QR code module size. If this is the case, then the region confirmation step **3201** is successful and step **2402** follows. Otherwise, the region confirmation step **3201** fails and step **2406** follows.

A further alternative implementation to QR code detection and decoding exploits version information **3104** in a QR code, as seen in FIG. **31**, to aid in the check of step **1307** (FIG.

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**13**), which checks if the FPs conform to QR code versions 1-40. QR codes larger than version 6 encode the code's version in close proximity to the QR code finder patterns. The version information is error-corrected and may be decoded using known methods. Given a QR code module size (calculated from detected FPs), the QR code version may be used to determine the physical size of the QR code in pixels. Thus, at step **1307**, a check may be made to determine if the distance between detected FPs is consistent with the physical size of the QR code (as determined by decoding version information).

#### Conclusion

CCA of itself is an imperfect tool for finder pattern detection. Whilst CCA is fast and inexpensive, it is unable to detect finder patterns that have been topologically damaged, for example where the inner component **103** is found to be connected to the outer component **101**, or there is a cut or break in the outer component. However by combining CCA with template matching and limiting the combination to regions where finder patterns are expected, the present inventors have found that the advantages of CCA (robust to size, rotation and dot gain) combine with those of template matching (robust to topological damage) whilst avoiding their corresponding disadvantages. With this approach, missing finder patterns can be reliably located permitting efficient QR code decoding where previously decoding was computationally expensive or prone to errors.

#### Target Feature Detection System

Arrangements are disclosed to detect the presence, and determine the location of a target feature in an image that may contain other content such as text or drawings.

#### Description of a Valid Target Feature

A valid target feature will now be described with reference to FIG. **1** which shows what may be considered a target feature **100** having regions of two differing intensity levels. For simplicity, regions of a lower intensity will be referred to as being black, whereas regions of a higher intensity will be referred to as being white. The target feature **100** is composed of a continuous black region **103** entirely enclosed by a continuous white region **102**, which in turn is entirely enclosed within a continuous black region **101**. However, this disclosure is not limited to the arrangement shown. It should be understood that the innermost region **103** may be white, though the subsequent outer region **102** must then be black, and so on. Thus, as long as such an alternation of black and white (ie. darker and lighter) regions is preserved, an arrangement is a valid target feature. Furthermore, a valid target is not limited to three alternating black and white regions as shown in the target feature **100**, but may consist of more than three distinct regions. For example, the feature **3400** of FIG. **34** is a valid target feature, and includes six distinct black and white regions (**3401**, **3402**, **3403**, **3404**, **3405**, **3406**).

#### Description of Target Feature Detection

The target feature **100** of FIG. **1** may be embedded in a document with other content, such as text or drawings. Also, the document may contain multiple target features of interest. This document may then be printed and scanned to form a digital image **3500**, seen in FIG. **35**. The digital image **3500** may be acquired by methods other than scanning, such as from a digital camera. The printing and scanning processes may introduce noise and distortions such that the digital image **3500** is an imperfect representation of the original document. Therefore, the representation of the target feature **3501** in the digital image **3500** may be noisy and distorted. The presently described arrangement detects and locates target features in the digital image **3500** even if the target feature **3501** is affected by noise and distortion.

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A process **3600** for detecting and locating a target feature **3501** in the digital image **3500** is now described with reference to FIG. **36**. The process **3600** for detecting and locating a target feature is preferably implemented by executing a software application upon the computer system **3300** begins at a step **401** where the digital image **3500** is input, for example by being retrieved from the HDD **3310** by the processor **3305**.

In a next step **3602** in the process **3600**, the processor **3305** creates a binarized image **3700** seen in FIG. **37** from the digital image **3500** by executing a binarization process.

In a following step **3603**, the processor **3305** takes the binarized image created in step **3602** and performs connected components analysis on the binarized image **3700**. The connected components analysis process **3603** operates to identify features in the binarized image **3700** that contain black and white regions thus permitting delineation of the two, this being a requirement for valid target features. The features in the binarized image **3700** identified by the connected components analysis process **3603** are referred to as candidate target features. Also, during the connected components process **3603**, low-level metrics corresponding to geometric properties of the candidate target feature are calculated by the processor **3305**. These low-level metrics and aggregation of the metrics will be described in detail later.

In a following step **3604**, each low-level metric of the candidate target feature is used to determine size information, positional information and a similarity score associated with the candidate target feature. The similarity score determines how closely a candidate target feature resembles the sought-after target feature **100**. Thus, if a candidate target feature is actually a target feature **100** that has been slightly corrupted by noise and distortions, the similarity score of that candidate target feature will be high. On the other hand, if a candidate target feature differs geometrically from the target feature **100** then the candidate target feature will have a low similarity score. Size information, positional information and similarity score will be described in detail later.

In a following step **3605**, a post-processing step is applied to the size information, positional information and similarity score of the candidate target features to achieve various goals depending on the particular implementation being performed. This post-processing step may be different for each implementation and will be described in detail later.

The process **3600** for detecting and locating target features is terminated in a following and final step **3606**.  
Description of Thresholding

There are various ways of carrying out the binarization step **3602** of the image. In an exemplary implementation, the step **3602** in which a binarized image **3700** is created from a digital image **300** is performed using an adaptive method and will now be described in detail with reference to FIG. **38**. The binarization step **3602** described divides the image into a tessellation of tiles of pixels, and calculates an appropriate threshold for each pixel from a neighborhood of tiles. For each tile, the minimum intensity value,  $\min_{tile}$ , and maximum intensity value,  $\max_{tile}$ , is stored. As an example, the digital image **3500** is divided into tiles that are 32 pixels wide and 32 pixels high. FIG. **39** shows how a digital image **3500** may be divided into tiles **3901**. The binarization step **3602** described herein is a robust and efficient algorithm that may be implemented in software by the processor **3305** or using hardware logic formed as part of the computer **3301**, such as an ASIC, and operating under control of the processor **3305**. Again, it should be understood that any binarization method that produces a two-level image from an input image may be used in this step.

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The binarization step **3602** of FIG. **38** begins at a first step **3801** in which a digital image **3500** is input. The digital image **3500** is processed one pixel at a time, beginning from the top-left pixel. The digital image **3500** is processed in a raster fashion, such that the order of pixel processing begins from the leftmost pixel in a row and proceeds to the rightmost pixel in the same row. Subsequently, processing resumes on the next row and repeats in the same left to right processing flow until the bottommost row is processed. Also in this initial step **3801**, a tile buffer is established, for example in the memory **3306**. The tile buffer serves as a temporary record of the minimum intensity value,  $\min_{tile}$ , and the maximum intensity value,  $\max_{tile}$ , in a tile. Referring to FIG. **40**, a tile buffer **4000** is shown in which a tile memory **4001** that stores minimum and maximum intensity values for a tile **3901**. The tile buffer **4000** can be regarded as a two-dimensional array where each element may be uniquely identified by an x-index,  $x_{tile}$ , and a y-index,  $y_{tile}$ .

In a following step **3802**, the next pixel in the processing order is acquired. The maximum and minimum intensity values in a tile are updated according to the intensity of the acquired (or subject) pixel. A tile to update is obtained from the x-coordinate,  $x_{pixel}$ , and y-coordinate,  $y_{pixel}$  of the subject pixel. An aspect of the binarization method **3800** is the capability to collect tile information several scanlines in advance of the pixel being binarized. The number of scanlines in advance of the pixel to be binarized in which tile information is collected is specified by a parameter  $height_{forward}$ . A tile x-index,  $x_{tile}$ , and tile y-index,  $y_{tile}$ , of the tile **3901** to update may be calculated as follows:

$$x_{tile} = \text{floor}(x_{pixel} / \text{width}_{tile})$$

$$y_{tile} = \text{floor}((y_{pixel} - \text{height}_{forward}) / \text{height}_{tile})$$

The tile to update is uniquely identified by  $x_{tile}$  and  $y_{tile}$ , and the corresponding tile memory **4001** in the tile buffer **4000** is accessed.

The maximum intensity value and minimum intensity value in the accessed tile memory is updated with reference to the intensity value of the subject pixel. If the intensity value is less than the minimum intensity value, the minimum pixel intensity value of the accessed tile memory is replaced with the intensity value of the subject pixel. Alternatively, if the intensity value of the subject pixel is greater than the maximum intensity value, the maximum pixel intensity value of the accessed tile memory is replaced with the intensity value of the subject pixel.

In this way, the maximum and minimum intensity values of tiles of the digital image **3500** are updated some scanlines in advance of the pixel currently being binarized. The binarized image **3700** once determined, may be stored in the memory **3306** or **3310**.

In a following step **3803**, a threshold is calculated by the processor **3305** from a neighborhood of tiles surrounding the subject pixel. In essence, a sliding window of tiles is formed around each subject pixel to be binarized. As an example, the sliding window has a width,  $\text{width}_{window} = 5$ , and a height,  $\text{height}_{window} = 2$ . FIG. **41** shows a sliding window **4100** overlaid on a digital image **3500** comprising tiles, including a tile **4101**. A corresponding window for a subject pixel may be calculated from the coordinates,  $x_{pixel}$  and  $y_{pixel}$  of the subject pixel.

The y-index,  $y_{tile}$ , of the tiles corresponding to the topmost extent of the sliding window **4100** may be computed by the processor **3305** as follows:

$$y_{tile} = \text{floor}(y_{pixel} / \text{height}_{tile}) - \text{height}_{window}$$

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The y-index,  $y_{tile}$ , of the tiles corresponding to the bottom-most extent of the sliding window **4100** may be computed as follows:

$$y_{tile} = \text{floor}(y_{pixel} / \text{height}_{tile}).$$

The x-index,  $x_{index}$ , of the tiles corresponding to the left-most extent of the sliding window may be computed as follows:

$$x_{tile} = \text{floor}(x_{pixel} / \text{width}_{tile}) - \text{floor}((\text{width}_{window} - 1) / 2).$$

The x-index,  $x_{index}$ , of the tiles corresponding to the right-most extent of the sliding window **4100** may be computed by the processor **3305** as follows:

$$x_{tile} = \text{floor}(x_{pixel} / \text{width}_{tile}) + \text{floor}((\text{width}_{window} - 1) / 2).$$

Once the corresponding sliding window **4100** for the subject pixel is obtained, a threshold value for the subject pixel may be calculated from the minimum and maximum intensity values,  $\min_{tile}$  and  $\max_{tile}$ , of each tile **4101** within the sliding window **4100**.

An exemplary threshold is a weighted average of threshold values for each tile. For each tile, a weighted tile threshold,  $\text{thr}_{tile}$ , is calculated by the processor **3305** evaluating the following equation:

$$\text{thr}_{tile} = ((\max_{tile} + \min_{tile}) / 2) \times (\max_{tile} - \min_{tile}).$$

Also, for each tile **4101**, the tile weight,  $\text{weight}_{tile}$ , is calculated from the following equation:

$$\text{weight}_{tile} = \max_{tile} - \min_{tile}.$$

Consequently, the appropriate threshold for the subject pixel,  $\text{thr}_{final}$ , is found from the following equation:

$$\text{thr}_{final} = \frac{\sum_{tiles} \text{thr}_{tile}}{\sum_{tiles} \text{weight}_{tile}}.$$

There may be cases in which all pixels in the sliding window **4100** are of similar intensity, and are either all dark pixels or light pixels. In this case, the calculated threshold value,  $\text{thr}_{final}$ , will be unreasonably low or unreasonably high. Therefore, the resulting region in the binarized image **3700** would contain black and white pixels resembling noise, instead of a homogenous black or white region. To minimize the occurrence of these cases, the calculated threshold,  $\text{thr}_{final}$ , is allowed to float within a predetermined range (e.g. 50 to 210) but if the threshold exceeds this range, then the closest in-range value is used instead.

In a following step **3804**, the threshold calculated at step **3803** is used to produce a binary white or black pixel in the binarized image **3700**. If the intensity of the subject pixel is less than the threshold  $\text{thr}_{final}$  calculated at step **3803**, then the corresponding pixel in the binarized image **3700** is set to black. Otherwise, the corresponding pixel in the binarized image **3700** is set to white.

If there are more pixels to process, determined by the processor **3305** at step **3806**, then steps **3802**, **3803** and **3804** are repeated on the next pixel in the processing order. Otherwise, the binarization step **3602** is terminated at step **3805**.

It should be noted that the described binarization step **3602** may be implemented using an array of discrete hardware logic elements, such as on an FPGA or ASIC. In such an implementation, it may be desirable to reduce memory usage. To achieve this, the tile buffer **4000** may be replaced with a more memory efficient implementation. Referring to FIG. **42**, a memory efficient tile buffer **1000** comprises only

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$\text{height}_{window} + 1$  rows of tile memory elements (assuming  $\text{height}_{forward}$  is less than  $\text{height}_{tile}$ ). When a tile is no longer referenced for threshold calculations, the corresponding tile memory of the tile is replaced with memory elements that will be required for threshold calculations.

Description of Connected Components Analysis (CCA)

Step **3603** performs connected components analysis (CCA) on a binarized image created at step **3602**. The method of CCA described herein is an efficient algorithm configured specifically to detect predetermined target features. The CCA method described outputs groups of black connected components (CCs) found in the binarized image **3700**. Where a target feature such as the feature **100** is detected, CCA will output pairs of CCs in which one CC is completely enclosed within and separated from the other. Where the target feature **3400** is used, CCA will output triplets of CCs in which one CC is completely enclosed within and separated from a second, which is in turn completely enclosed within and separated from a third CC. Additionally, the CCA method described herein collects low-level metrics associated with each CC. For simplicity, a method of detecting the target feature **100** will be described, however such may be readily extended to detect all valid target features as previously described.

The method of CCA performed at step **3603** will now be described with reference to FIG. **43**. The method **3603** begins at an initial step **4301** in which the binarized image **3700** is input. The CCA method **3603** processes the binarized image **3700** in a raster fashion similar to the previously described binarization method. This means that the CCA process begins at the leftmost pixel of the topmost scanline of the image **3700**, and continues until all pixels in the image have been processed. The CCA method builds CCs line-by-line by finding runs of black pixels on a scanline, and adding these runs to CCs formed from runs on previous rows. It should be noted that at any particular scanline, a CC comprises one or more unconnected runs of pixels which will be referred to as the "claims" of the CC on the scanline. The relationship between a CC, its claims, and runs not yet assigned to a CC is illustrated in FIG. **44**. In FIG. **44**, a CC **4400** comprising two claims **4401** and **4402** at a scanline **4403** is shown. Here, a run **4405** is found on a scanline **4404** which is connected to the claim **4401** and hence the CC **4400**.

At a following step **4302**, the next succession (referred to as a run) of black pixels on the current scanline is sought by the processor **3305**. When such a run is found, a current pixel pointer is moved to the start of the new run. A run is defined to start at an x-coordinate,  $x_{start\_run}$ , when the previous pixel (at  $x_{start\_run} - 1$ ) is white and the pixel at  $x_{start\_run}$  is black. The run is defined to end at an x-coordinate,  $x_{end\_run}$ , when the previous pixel (at  $x_{end\_run} - 1$ ) is black and the pixel at  $x_{end\_run}$  is white. If step **4302** failed to find a subsequent run on the current scanline, the current pixel pointer is set to the last pixel on the scanline.

At a following step **4303**, claims from previous scanlines with extents behind the current pixel pointer are terminated. This is because such claims do not continue on the current scanline, as no overlapping runs were found. If a claim to be terminated is also the last non-terminated claim of a CC, then that CC is also terminated. When a CC is to be terminated, a check is performed to determine if the CC to be terminated is a child CC. A CC is determined to be a child CC if there exists a parent CC that is, a CC that has claims on the scanline to the left and right of the CC to be terminated. If this condition is met, the CC to be terminated is marked as a child CC and is referenced by its corresponding parent CC.

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Otherwise, the CC to be terminated may be a parent CC. Here, a check is performed to determine if the CC to be terminated references a child CC. If this is so, the CC is output to a following evaluation step **3604**.

Lastly, if the CC is not enclosed by a parent CC, and the CC is not a parent CC, then the CC will not be output for further processing. In this case, any memory associated with the CC is cleared, such as in the memory **3306**, and any references to the CC are discarded.

When a run (i.e. a succession of black pixels on a scanline surrounded by white pixels) is found in step **4302**, the run is processed by the processor **3305** at step **4304**. A detailed description of run processing will be provided later.

If there are more pixels on the scanline being currently processed, then the processing flow from step **4302** is repeated. Otherwise, the next scanline (if one exists) in the binarized image **3700** is selected (at step **4305**) and processed.

If there are no scanlines remaining to be processed, the method of CCA which may be employed at step **3803** is terminated at a final step **4306**.

The method of processing runs, employed at step **4304**, will now be described in detail with reference to FIG. **45**. The method begins at an initial step **4501** in which a run to be processed is input.

If the run is not connected to an existing claim, then a new CC and claim are initialized at step **4502**.

To initialize a newly created claim, the leftmost extent of the claim on the current scanline,  $y_{scanline}$ , is set to  $X_{start\_run}$ . Similarly, the rightmost extent of the claims on the current scanline is set to  $x_{end\_run}$ .

To initialize a new CC, the topmost extent of the CC,  $y_{cc\_top}$  is set to the y-coordinate of the current scanline,  $y_{scanline}$ . The leftmost extent of the CC,  $x_{cc\_left}$  is set to  $x_{start\_run}$  and the rightmost extent of the CC,  $x_{cc\_right}$  is set to  $X_{end\_run}$ . All other low-level CC metrics are initialized to zero before being updated by the methods described later in relation to step **4503**.

If a run is connected to a single existing claim on the preceding scanline, then the existing claim is modified to cover the extent of the new run and the CC of the claim is updated at step **4503**.

However, if the run is connected to multiple existing claims, and those claims reference different CCs, then all the CCs are merged to form a single CC at a merging step **4504**. Furthermore, the claims are merged to cover the extent of the new run. The process of merging several CCs will be described in detail later.

A CC has several associated low-level metrics that are used to calculate higher-level metrics in step **3604**. However, the low-level metrics accumulated at step **4503** can be updated and thus are amenable to implementation in hardware. The low-level metrics include, but are not limited to:

- CC leftmost extent,  $x_{cc\_left}$
- CC rightmost extent,  $x_{cc\_right}$
- CC topmost extent,  $y_{cc\_top}$
- CC bottommost extent,  $y_{cc\_bottom}$
- CC mass,  $mass_{cc}$
- CC hole mass,  $mass_{cc\_hole}$
- CC gradient sine-component,  $\sin_{cc}$
- CC gradient cosine-component,  $\cos_{cc}$
- CC gradient accumulated weights,  $weight_{cc}$

The process of updating the first four of the above metrics for a CC is best represented by the following pseudocode, which, when represented by application code, may be executed by the processor **3305**:

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\*\*\*\* Pseudocode 28 \*\*\*\*

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```

if  $x_{start\_run} < x_{cc\_left}$ :
     $x_{cc\_left} = x_{start\_run}$ 
if  $x_{end\_run} > x_{cc\_right}$ :
     $x_{cc\_right} = x_{end\_run}$ 
 $y_{cc\_bottom} = y_{scanline}$ 
 $mass_{cc} = mass_{cc} + (x_{end\_run} - x_{start\_run} + 1)$ 

```

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The CC's hole mass is an approximation of the number of white pixels enclosed by the CC. If the CC has a claim (say, claim<sub>left</sub> with rightmost extent  $X_{claim\_left\_end}$  on the current scanline) to the left of the claim being currently updated (say, claim<sub>current</sub> with leftmost extent  $x_{start\_run}$  on the current scanline), then the CC's hole mass is simply updated with the following pseudocode:

---

\*\*\*\* Pseudocode 29 \*\*\*\*

---

```

 $mass_{cc\_hole} = mass_{cc\_hole} + (x_{start\_run} - x_{claim\_left\_end} - 1)$ 

```

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The CC's gradient at a given pixel location is acquired or otherwise determined using well-known methods such as with a Sobel filter, for example implemented in software executed by the processor **3305**. A Sobel filter inspects the pixel intensities within a one-pixel neighborhood of the subject pixel to approximate the gradient at the pixel location. Using the Sobel filter, the horizontal gradient  $gradient_{horz}$ , vertical gradient  $gradient_{vert}$ , and gradient vector magnitude  $gradient_{magnitude}$  may all be computed with equations well known in the art.

The gradient vector at a given pixel location is transformed into an equivalent angle that is in the 'first quadrant', that is, modulo  $\pi/2$ . This allows the angle of rotation for a shape with rectilinear sides to be calculated in later steps.

Additionally, the sine and cosine components of the gradient vector are weighted by the magnitude of the gradient vector at a given pixel location.

Pseudocode representative of software for updating a CC's gradient sine, cosine and weight component is as follows:

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\*\*\*\* Pseudocode 30 \*\*\*\*

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```

theta_first_quadrant =
    (4 × arctan( $gradient_{vert} / gradient_{horz}$ )) mod (2 × pi)
 $\sin_{cc} = \sin_{cc} + (\sin(theta\_first\_quadrant) \times gradient_{magnitude})$ 
 $\cos_{cc} = \cos_{cc} + (\cos(theta\_first\_quadrant) \times gradient_{magnitude})$ 
 $weight_{cc} = weight_{cc} + gradient_{magnitude}$ 

```

---

At step **4504**, CCs and claims are merged if a run overlaps more than one claim. In essence, low-level CC metrics are aggregated from all CCs and overlapping claims are replaced with a single claim matching the extents of the found run.

The leftmost extent of the merged CC will be the leftmost coordinate of all CCs to be merged. Similarly, the top, right and bottommost extents of the merged CC can be determined by finding the topmost, rightmost and bottommost extent of all CCs to be merged.

The merged CC mass,  $mass_{merged\_cc}$ , can be found from summing the mass of all CCs to be merged. Similarly, all other low-level metrics, such as  $mass_{hole\_cc}$ , may be summed from all CCs to be merged to determine the respective metric for the merged CC.

Once CCs are updated, merged, or a new CC is initialized, the method of processing runs, employed at step **4304** is terminated at a final step **4505**.

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## Description of Shape Metric Evaluation

The output of step 3603 of FIG. 36 is a list of candidate features that may potentially be the target feature 100. Each candidate feature output by step 3603 has corresponding low-level metrics that are collected and updated as described previously. At step 3604, the low-level metrics are used to calculate higher-level shape metrics. Shape metrics are closely related to the geometry of the candidate features.

The method for evaluating shape metrics for each candidate feature, employed at step 3604, will be described in detail with reference to FIG. 46. At an initial step 4601, a candidate feature with corresponding low-level metrics is input. This may involve retrieving such data from a storage location in the memory 3306 or HDD 3310 to the processor 3305. At a following step 4602, intermediate metrics are calculated by the processor 3305 for each candidate feature. Intermediate metrics facilitate calculation of shape metrics. At following step 4603, a set of shape metrics are calculated from the low-level metrics and intermediate metrics of each candidate feature. Each shape metric will be described in detail later. At a following step 4604, each shape metric is normalized to generate normalized shape metrics. At a following step 4605, each normalized shape metric is multiplied with a pre-determined weight to generate a weighted shape metric. The method of evaluating shape metrics is then terminated at a final step 4606.

The steps 4602 and 4603 will now be described in detail. However, the details of steps 4604 and 4605 vary between various implementations, and therefore will be described later.

Each intermediate metric, calculated at step 4602, will now be described in detail with reference to FIG. 47. A candidate feature 4700 is composed of a child CC 4701 and a parent CC 4702. Metrics corresponding to the child CC 4701 will be subscripted with 'child', and metrics corresponding to the parent CC 4702 will be subscripted with 'parent'. Metrics include x and y location, module size, width, height, average side length, and angle of rotation, for example.

The x and y location of the individual CCs may be determined by the processor 3305 evaluating the following equations:

$$x_{child} = x_{child\_cc\_left} + (x_{child\_cc\_right} - x_{child\_cc\_left} + 1) / 2$$

$$y_{child} = y_{child\_cc\_top} + (y_{child\_cc\_bottom} - y_{child\_cc\_top} + 1) / 2$$

$$x_{parent} = x_{parent\_cc\_left} + (x_{parent\_cc\_right} - x_{parent\_cc\_left} + 1) / 2$$

$$y_{parent} = y_{parent\_cc\_top} + (y_{parent\_cc\_bottom} - y_{parent\_cc\_top} + 1) / 2$$

The x and y location of the candidate feature,  $x_{candidate\_feature}$  and  $y_{candidate\_feature}$ , may be determined by the processor 3305 evaluating the following equations:

$$x_{candidate\_feature} = (x_{child\_centre} + x_{parent\_centre}) / 2$$

$$y_{candidate\_feature} = (y_{child\_centre} + y_{parent\_centre}) / 2$$

The module size of a target feature (in pixels) is equivalent to the stroke thickness of the outer black region 101, which should be equivalent to the width of the enclosed white region 102. Therefore, it is desirable to determine the module size of detected candidate features for post-processing purposes. However, in some distorted images, the module sizes of black and white regions are not equivalent, so an average module

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size is computed by the processor 3305 from black and white regions.

$$module\_size\_black = \sqrt{(mass_{parent} / 24)}$$

$$module\_size\_white = \sqrt{((hole\_mass_{parent} - mass_{child}) / 16)}$$

$$module\_size = (module\_size\_black + module\_size\_white) / 2$$

Note that 'sqrt' indicates the square root function.

A width 4703 of the child CC,  $width_{child}$ , is determined by the following equation:

$$width_{child} = x_{child\_cc\_right} - x_{child\_cc\_left} + 1$$

A height 4704 of the child CC,  $height_{child}$ , is determined by the following equation:

$$height_{child} = y_{child\_cc\_bottom} - y_{child\_cc\_top} + 1$$

An average side length of the child CC,  $average\_side_{child}$ , is determined by the following equation:

$$average\_side_{child} = (width_{child} + height_{child}) / 2$$

A width 4705 of the parent CC,  $width_{parent}$ , is determined by the processor 3305 using the following equation:

$$width_{parent} = x_{parent\_cc\_right} - x_{parent\_cc\_left} + 1$$

A height 1506 of the parent CC,  $height_{parent}$ , is determined by the processor 3305 executing the following equation:

$$height_{parent} = y_{parent\_cc\_bottom} - y_{parent\_cc\_top} + 1$$

An average side length of the parent CC,  $average\_side_{parent}$ , is determined by the following equation:

$$average\_side_{parent} = (width_{parent} + height_{parent}) / 2$$

Also, an angle of rotation 1507 of the candidate feature 4700,  $angle_{candidate\_feature}$ , may be determined by the processor 3305 executing code exemplary of the following pseudocode:

---

\*\*\*\* Pseudocode 31 \*\*\*\*

---

```
sin anglecandidate_feature = sin anglechild_cc + sin angleparent_cc
cos anglecandidate_feature = cos anglechild_cc + cos angleparent_cc
weightcandidate_feature = weightchild_cc + weightparent_cc
```

```
averaged_sin anglecandidate_feature =
    sin anglecandidate_feature
    /
    weightcandidate_feature
averaged_cos anglecandidate_feature =
    cos anglecandidate_feature
    /
    weightcandidate_feature
anglecandidate_feature =
    (
        arctan
        (
            averaged_sin anglecandidate_feature
            /
            averaged_cos anglecandidate_feature
        )
        /
        4
    )
    if anglecandidate_feature < 0:
        anglecandidate_feature = anglecandidate_feature + (pi / 2)
```

---

Note that 'arctan' refers to the inverse tangent function, and 'pi' refers to the mathematical constant  $\pi$ .

Each shape metric, calculated at step 4603, will now be described in detail. However, it should be understood that shape metrics are not limited to the metrics described herein, being side ratio, width and height ratios, average side ratio,



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mass ratio, closed mass, solidity, concentricity, rectilinearity, average rectilinearity, and bounding box solidity.

The side ratios of the child and parent CCs,  $side\_ratio_{child}$  and  $side\_ratio_{parent}$ , may be determined from the following equations:

$$side\_ratio_{child} = width_{child} / height_{child}$$

$$side\_ratio_{parent} = width_{parent} / height_{parent}$$

The width and height ratios of the candidate feature, width ratio and height\_ratio, may be determined by the following equations:

$$width\_ratio = width_{child} / width_{parent}$$

$$height\_ratio = height_{child} / height_{parent}$$

The average side ratio of the candidate feature,  $side\_ratio$ , may be determined by the following equation:

$$side\_ratio = average\_side_{child} / average\_side_{parent}$$

The mass ratio of the candidate feature, mass ratio, may be determined by the processor 3305 evaluating the following equation:

$$mass\_ratio = mass_{child} / mass_{parent}$$

The closed mass of the child and parent CCs,  $closed\_mass_{child}$  and  $closed\_mass_{parent}$ , may be determined by the following equation:

$$closed\_mass_{child} = mass_{child} + hole\_mass_{child}$$

$$closed\_mass_{parent} = mass_{parent} + hole\_mass_{parent}$$

The solidity of the child and parent CCs,  $solidity_{child}$  and  $solidity_{parent}$ , may be determined by the following equation:

$$solidity_{child} = mass_{child} / closed\_mass_{child}$$

$$solidity_{parent} = mass_{parent} / closed\_mass_{parent}$$

The concentricity of the candidate feature may be determined by the processor 3305 executing code exemplary of the following pseudocode:

---

\*\*\*\* Pseudocode 32 \*\*\*\*

---

```

Xchild_centre = (Xchild_cc_right + Xchild_cc_left) / 2
Ychild_centre = (Ychild_cc_bottom + Ychild_cc_top) / 2
Xparent_centre = (Xparent_cc_right + Xparent_cc_left) / 2
Yparent_centre = (Yparent_cc_bottom + Yparent_cc_top) / 2
Xdist_between_centres = Xchild_centre - Xparent_centre
Ydist_between_centres = Ychild_centre - Yparent_centre
concentricity = sqrt(Xdist_between_centres2 + Ydist_between_centres2)

```

---

Note that 'sqrt' indicates the square root function and the superscripted numeric '2' indicates a power of 2.

The rectilinearity of the child and parent CCs,  $rectilinearity_{child}$  and  $rectilinearity_{parent}$ , may be determined by the following equations:

$$rectilinearity_{child} = \sqrt{(\sin^2 \angle_{child\_cc} + \cos^2 \angle_{child\_cc}) / weight_{child\_cc}}$$

$$rectilinearity_{parent} = \sqrt{(\sin^2 \angle_{parent\_cc} + \cos^2 \angle_{parent\_cc}) / weight_{parent\_cc}}$$

The average rectilinearity of a candidate feature,  $rectilinearity_{candidate\_feature}$ , may be determined by the processor 3305 executing code representative of the following equation:

$$rectilinearity_{candidate\_feature} = \sqrt{(\sin^2 \angle_{candidate\_feature} + \cos^2 \angle_{candidate\_feature}) / weight_{candidate\_feature}}$$

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The child CC's 'bounding box' solidity is a measure of how closely the size of the child CC's bounding box matches an exemplar bounding box of a rotated child CC with known mass. In practice, the mass of the child CC and the angle of rotation of the candidate feature are used to calculate an expected bounding box size. This expected size is compared with the actual bounding box size to give the 'bounding box' solidity metric. A method for calculating the child CC's bounding box solidity,  $bounding\_box\_solidity_{child}$ , is represented by the following pseudocode:

---

\*\*\*\* Pseudocode 33 \*\*\*\*

---

```

expected_BB_side_length = (widthchild + heightchild) / 2
sin_theta_plus_45 = sin(anglecandidate_feature + (pi / 4))
expected_CC_side_length =
    expected_BB_side_length
    /
    (sqrt(2.0) * sin_theta_plus_45)
expected_CC_mass = expected_CC_side_length2
bounding_box_soliditychild = masschild / expected_CC_mass

```

---

Those skilled in the art will recognise that a similar 'bounding box' solidity metric can be calculated for the parent CC using  $closed\_mass_{parent}$ . Target Feature Detection in the Context of QR Code Decoding

In a first implementation of target feature detection, the process 3600 of detecting target features is applied to detect and decode a QR Code shown as 4800 in FIG. 48. The QR Code 4800 is decoded by first acquiring the locations of each of three 'finder patterns' 4801, 4802 and 4803.

The process 3600 of detecting target features (in this case, detecting the finder patterns 4801, 4802 and 4803) for QR Code decoding will now be described with elaboration of steps 3604 and 3605.

The method of evaluating shape metrics, as applied at step 3604, to generate a single similarity score will now be described in greater detail. The method comprises the sub-step 4604, in which shape metrics are normalized. At step 4604, each shape metric is normalized by the processor 3305 to a value between 0 and 1. A normalized value of 1 indicates that the candidate feature is geometrically similar to the target feature for that metric. Thus, a normalized value of 0 indicates that the candidate feature is geometrically dissimilar to the target feature for that metric. Additionally, the normalization step 4604 discards candidate features whose metrics fall outside a wide predetermined range.

Each shape metric has an ideal value that matches the geometric attributes of the target feature precisely. For example, the ideal  $side\_ratio_{child}$  value for the target feature 100 is 1 since the inner component of the target feature 101 is a square. The following table outlines valid ranges for each shape metric in accordance with this implementation:

Metric	Minimum	Ideal	Maximum
mass_ratio	0	0.375	0.75
width_ratio	0	0.43	1.0
height_ratio	0	0.43	1.0
concentricity	0	0	concentricity_max
side_ratio <sub>child</sub>	0.5	1.0	2.0
side_ratio <sub>parent</sub>	0.5	1.0	2.0
solidity <sub>child</sub>	0	1.0	1.0
bounding_box_solidity <sub>child</sub>	0	1.0	2.0
Solidity <sub>parent</sub>	0	0.49	1.0

Metrics not listed in the above table, such as rectilinearity, are not normalized.

The maximum valid concentricity value is a factor of the size of the target feature. Therefore, the maximal concentricity value, *concentricity\_max*, is determined by the following pseudocode:

---

\*\*\*\* Pseudocode 34 \*\*\*\*

---

```
max_dist_x = widthchild / 2
max_dist_y = heightchild / 2
max_concentricity = sqrt(max_dist_x2 + max_dist_y2)
```

---

A normalized shape metric is generated from each shape metric according to the 1 following pseudocode:

---

\*\*\*\* Pseudocode 35 \*\*\*\*

---

```
if metric < metric_ideal:
    normalized_metric =
        (metric - metric_minimum)
        /
        (metric_ideal - metric_minimum)
else:
    normalized_metric =
        1
        -
        (
            (metric - metric_ideal)
            /
            (metric_maximum - metric_ideal)
        )
```

---

At step 4605, the normalized shape metrics are arithmetically combined (through multiplication and addition) to generate a single similarity score. The following pseudocode represents the process for combining shape metrics:

---

\*\*\*\* Pseudocode 36 \*\*\*\*

---

```
rectilinearity_parent_combined =
    norm_solidityparent × rectilinearityparent
side_ratios_combined =
    norm_side_ratiochild × norm_side_ratioparent
weighted_metrics =
    (mass_ratio_weight × norm_mass_ratio)
    +
    (width_ratio_weight × norm_width_ratio)
    +
    (height_ratio_weight × norm_height_ratio)
    +
    (concentricity_weight × norm_concentricity)
    +
    (
        rectilinearity_parent_combined_weight
        ×
        rectilinearity_parent_combined
    )
    +
    (
        side_ratios_combined_weight
        ×
        side_ratios_combined
    )
similarity_score =
    weighted_metrics
    ×
    soliditychild
    ×
    norm_bounding_box_soliditychild
```

---

Note that normalized metrics are prefixed with ‘norm’ and weights, in an exemplary implementation, are defined in the following table:

Weight	Value
mass_ratio_weight	0.2978
width_ratio_weight	0.2256
height_ratio_weight	0.1799
concentricity_weight	0.0887
rectilinearity_parent_combined_weight	0.0599
side_ratios_combined_weight	0.1481

The weights defined above were acquired through statistical analysis of a large data set. The data set comprises images with actual target features known as a positive set, and images with features similar to target features known as a negative set. The above weights (when applied to generate a similarity score) provide useful separation of similarity score means between the positive and negative test set.

Once a similarity score has been generated for each candidate feature, these candidate features are output to a post-processing step 4605. The post-processing step 4605 for this implementation is shown in FIG. 49. The post-processing step begins at an initial step 4901 in which a list of candidate features are input.

At a following step 4902, the list of candidate features are ‘resolved’ to determine candidate regions. A candidate region is a two-dimensional region that may potentially contain a QR Code. A QR Code comprises three finder patterns arranged in the top-left, top-right and bottom-left corners of the two-dimensional code. A candidate region, therefore, has three candidate features in a similar arrangement.

Thus, a series of checks are carried out to determine if a group of three candidate features are suitably arranged to form a candidate region. These checks are made with respect to two predetermined tolerances: tolerance<sub>angle</sub> and tolerance<sub>magnitude</sub>. As an example, tolerance<sub>angle</sub> is 0.2 and tolerance<sub>magnitude</sub> is 0.2. A detailed description of a method to resolve candidate features into candidate regions will be provided later.

At a following step 4903, the list of candidate regions generated at step 4902 are inspected to remove candidate regions with additional candidate features. A detailed description of this step will be provided later.

Once candidate features have been resolved into candidate regions at step 4902, and regions with additional candidate features have been removed, candidate regions are decoded at step 4904. The process of decoding a QR Code and extracting the coded data once a triplet of finder patterns (resolved candidate features) is well known in the prior-art and therefore will not be described here. However, it is noted that the final output of the decoding process will be the data encoded two-dimensionally in the QR Code. Finally, the post-processing step (in the context of this implementation) applied at 3805 is terminated at step 4905.

A method of resolving candidate features into candidate regions performed at step 4902 will now be described with reference to FIG. 50. The method begins at an initial step 5001 in which all detected candidate features are input.

At a following step 5002, a group of three candidate features is acquired. Each candidate feature in the group is assigned an assumed position in the candidate region. This means that each group of three candidate features will be selected three times at this step, each time with a different arrangement of assumed positions. These candidate features are hereon referred to as CF<sub>tl</sub>, CF<sub>tr</sub> and CF<sub>bl</sub>. These correspond to candidate features in the top-left, top-right and bottom-left corners respectively.

At a following step 5003, a check is made to determine if the three candidate features have similar module sizes. The

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module size denotes (in pixels) the stroke width of the parent CC in the target feature **100**. The check for similar module sizes may be represented by the following pseudocode:

---

```

**** Pseudocode 37 ****
5
if
(
(
abs(module_sizetl - module_sizetr)
/
min(module_sizetl, module_sizetr)
) <= tolerancemagnitude
and
(
abs(module_sizetl - module_sizebl)
/
min(module_sizetl, module_sizebl)
) <= tolerancemagnitude
and
(
abs(module_sizebl - module_sizetr)
/
min(module_sizebl, module_sizetr)
) <= tolerancemagnitude
):
check passed
else:
check failed

```

---

At a following step **5004**, a check is made to determine if the distances between the candidate features are equal, conforming to a square QR Code. This check may be performed by implementing the following pseudocode:

---

```

**** Pseudocode 38 ****
vector_xtl-tr = xtl - xtr
vector_ytl-tr = ytl - ytr
vector_magtl-tr = sqrt(vector_xtl-tr2 + vector_ytl-tr2)
vector_xtl-bl = xtl - xbl
vector_ytl-bl = ytl - ybl
vector_magtl-bl = sqrt(vector_xtl-bl2 + vector_ytl-bl2)
min_vector_mag = min(vector_magtl-bl, vector_magtl-tr)
max_vector_mag = max(vector_magtl-bl, vector_magtl-tr)
if max_vector_mag <= (min_vector_mag × (1 + tolerancemagnitude)):
check passed
else:
check failed

```

---

At a following step **5005**, a check is made to determine if the vectors running from the top-left candidate feature to the other two candidate features are adequately orthogonal. A further check is made to determine if the assumed assignments of candidate features to the top-right and bottom-left positions in the candidate region are correct. These checks may be performed by implementing the following pseudocode:

---

```

**** Pseudocode 39 ****
dot_product =
(vector_xtl-tr × vector_xtl-bl)
+
(vector_ytl-tr × vector_ytl-bl)
cross_product_k =
(vector_xtl-tr × vector_ytl-bl)
+
(vector_ytl-tr × vector_xtl-bl)
cos_theta = dot_product / (vector_magtl-tr × vector_magtl-bl)
if cos_theta <= toleranceangle and cross_product_k > 0:
check passed

```

---

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-continued

---

```

**** Pseudocode 39 ****
else:
check failed

```

---

At a following step **5006**, a check is made to determine if the angles of rotation of the candidate features are similar.

It is noted that the angle of rotation calculated for each candidate feature is modulo  $\pi/2$  radians. Therefore, an adjustment is carried out to determine the smallest deviation between angles of rotation of candidate features. This check may be performed by implementing the following pseudocode:

---

```

**** Pseudocode 40 ****
if
(
(
abs(angletl - angletr) <= toleranceangle × pi / 2
or
(
pi / 2 - max(angletl, angletr) + min(angletl, angletr)
) <= toleranceangle × pi / 2
)
and
(
abs(angletl - anglebl) <= toleranceangle × pi / 2
or
(
pi / 2 - max(angletl, anglebl) + min(angletl, anglebl)
) <= toleranceangle × pi / 2
)
and
(
abs(anglebl - angletr) <= toleranceangle × pi / 2
or
(
pi / 2 - max(anglebl, angletr) + min(anglebl, angletr)
) <= toleranceangle × pi / 2
):
check passed
else:
check failed

```

---

At a following step **5006**, a check is made to determine if the angles of rotation of the candidate features are similar to the rotation of the candidate region. The angle of rotation of the candidate region is defined as the vector angle between the top-left and top-right candidate features. This check may be performed by implementing the following pseudocode:

---

```

**** Pseudocode 41 ****
vector_angletl-tr = arctan2(vector_ytl-tr, vector_xtl-tr)
if vector_angletl-tr < 0:
vector_angletl-tr = vector_angletl-tr + (2 × pi)
vector_angletl-tr = pi/2 - ((4 × vector_angletl-tr) mod (2 × pi) / 4)
if
(
(
abs(angletl - vector_angletl-tr) <= toleranceangle × pi / 2
or
(
pi / 2
- max(angletl, vector_angletl-tr)
+ min(angletl, vector_angletl-tr)
) <= toleranceangle × pi / 2
)
and

```

---

\*\*\*\* Pseudocode 41 \*\*\*\*

```

(
  abs(angletr - vector_angletl-tr) <= toleranceangle × pi / 2
  or
  (
    pi / 2
    - max(angletr, vector_angletl-tr)
    + min(angletr, vector_angletl-tr)
  ) <= toleranceangle × pi / 2
)
and
(
  abs(anglebl - vector_angletl-tr) <= toleranceangle × pi / 2
  or
  (
    pi / 2
    - max(anglebl, vector_angletl-tr)
    + min(anglebl, vector_angletl-tr)
  ) <= toleranceangle × pi / 2
)
):
  check passed
else:
  check failed

```

Note that arctan2 denotes the four-quadrant inverse tangent function.

If all the checks in steps **5003** to **5007** are passed, as tested in step **5010**, the candidate region is added to a list of candidate regions for output at a following step **5008**.

If there are more candidate regions remaining to be processed, as tested at step **5011**, then the process from step **5002** is repeated. Otherwise, the method of resolving candidate regions from candidate features is terminated at a final step **5009**.

At step **4903**, each candidate region in the list for output is processed to check whether a candidate feature exists in the two-dimensional area spanned by the region's candidate features. A valid QR Code contains finder patterns only in its corners. Therefore, if additional candidate features are found inside the candidate region, then the candidate region cannot be a valid QR Code and should be removed. The process **4903** of eliminating candidate regions with internal candidate features will now be described in detail with reference to FIG. **51**. The process begins at an initial step **5101** in which a list of candidate features and a list of candidate regions (created during step **5008**) are input.

At a following step **5102**, a candidate region is selected.

At a following step **5103**, a candidate feature is selected. Here, every candidate feature may be selected from the list input at step **5101**. However, the overall system may be made more robust if only candidate features with a high similarity score (relative to the features forming the candidate region) are selected. As an example, a candidate feature may have an adequately high similarity score if its similarity score is greater than two-thirds of the minimum similarity score of the features in the candidate region.

At a following step **5104**, a check is performed to determine if the selected candidate feature is located inside the candidate region. This check is best described with reference to FIG. **52**. In FIG. **52**, the candidate region is extrapolated to a parallelogram **5200** (if vector\_angle<sub>tl-tr</sub> and vector\_angle<sub>tl-br</sub> are not orthogonal). If the centre of the selected candidate feature **5201** (defined by  $x_{\text{candidate\_feature}}$  and  $y_{\text{candidate\_feature}}$ ) lies within the parallelogram **5200**, then the selected candidate region is determined to contain an internal candidate feature. While a parallelogram defined directly by the centres of the three candidate features of the region is shown in FIG.

**52**, it should be understood that a larger parallelogram, for example formed by the addition of a buffer region to in the region **2000**, could be used.

If the candidate region is determined to contain an internal candidate feature, then the candidate region is removed (at step **5105**) from the list of candidate regions to be output to the decoding process **4904**.

If there are more candidate features in the list, then the process from step **5103** is repeated.

Otherwise, if a candidate region in the list remains to be processed, then the process from step **5102** is repeated.

Otherwise, if no candidate regions remain to be processed, then the process of eliminating candidate regions with internal candidate features is terminated at a final step **5106**.

Target Feature Detection in the Context of Copyright Symbol Detection

In a second implementation of target feature detection, the process **3600** of detecting target features is applied to detect a copyright symbol © **5300** in FIG. **53**. It should be apparent that the copyright symbol **5300** is a valid target feature since it comprises a black region **5301** (i.e. the character "c") completely enclosed by a white region **5302**, which is in turn completely enclosed by a black region **5303** (i.e. a circle).

The process **3600** of detecting target features (in this case, copyright symbols) will now be described with elaboration of steps **3604** and **3605**. Additionally, references will be made to steps already described in the implementation above.

The method of evaluating shape metrics **3604** to generate a single similarity score, in the context of this implementation, will now be described in greater detail. Step **4604**, in which shape metrics are normalized to the range 0 to 1 is similar to the description for step **4604** described for the above implementation. However, the ideal, minimum and maximum values for shape metrics differ because the geometry of the target feature differs significantly from QR Code finder patterns. Also, some shape metrics are not relevant for detecting copyright symbols and therefore need not be used in this implementation.

Ideal, minimum and maximum values for shape metrics are given in the following table. Metrics not listed in the following table are not relevant to this implementation and are not calculated.

Metric	Minimum	Ideal	Maximum
mass_ratio	0	0.4336	0.8672
width_ratio	0	0.5	1.0
height_ratio	0	0.5	1.0
rectilinearity <sub>child</sub>	0	0.1	0.5
rectilinearity <sub>parent</sub>	0	0	0.5
concentricity	0	0	concentricity_max
side_ratio <sub>child</sub>	0.5	1.0	2.0
side_ratio <sub>parent</sub>	0.5	1.0	2.0
solidity <sub>parent</sub>	0	0.3095	1.0

The following step **4605**, in which normalized shape metrics are arithmetically combined, differs in the present implementation to that described above. In this implementation, every normalized shape metric is first multiplied by a predetermined weight. Subsequently, all weighted and normalized shape metrics are summed to generate a final similarity score. The following table lists the weights for each normalized metric:

Weight	Value
mass_ratio_weight	0.2893
width_ratio_weight	0.0797
height_ratio_weight	0.0975
rectilinearity <sub>child</sub> _weight	0.0590
rectilinearity <sub>parent</sub> _weight	0.1014
concentricity_weight	0.0191
side_ratio <sub>child</sub> _weight	0.1028
side_ratio <sub>parent</sub> _weight	0.1014
solidity <sub>parent</sub> _weight	0.2009

The remainder of the shape metric evaluation process **3604** in this implementation is identical to the process described in the previous implementation.

Step **3605** of post-processing candidate features will now be described with reference to FIG. **54**. The method **3605** for post-processing of candidate features begins at an initial step **5401** in which a list of detected candidate features are input.

At a following step **5402**, a candidate feature is selected.

At a following step **5403**, the similarity score of the selected candidate feature is compared with a predetermined threshold. In this example, the threshold is set to 0.48. If the similarity score is greater than the threshold value, then the candidate feature is output as a detection result. The process from step **5402** is repeated if there are remaining candidate features to be processed, as tested at step **5405**. Once there are no candidate features remaining to be processed, the method **3605** of post-processing candidate features is terminated at a final step **5404**.

#### Target Feature Detection in the Context of Registered Trademark Symbol Detection

In a third implementation of target feature detection, the process **3600** of detecting target features is applied to detect a registered trademark symbol **5500** in FIG. **55**. It will be apparent that the registered trademark symbol **5500** is a valid target feature since it comprises a black region **5501** (i.e. the character "R") completely enclosed by a white region **5502**, which is in turn completely enclosed by a black region **5503**.

The process **3600** of detecting target features (in this case, registered trademark symbols) will now be described with reference to the second implementation above. The methods of detecting registered trademark symbols and detecting copyright symbols differ only in the shape metrics used, the normalization of metrics determined in step **4604** and the weighting of metrics in step **4605**.

For the normalization step **4604**, the following ideal, minimum and maximum values are appropriate. Shape metrics not listed in the table below are not used for registered trademark symbol detection.

Metric	Minimum	Ideal	Maximum
mass_ratio	0	0.6261	1.2522
width_ratio	0	0.6	1.0
height_ratio	0	0.6	1.0
rectilinearity <sub>parent</sub>	0	0	0.5
concentricity	0	0	concentricity_max
side_ratio <sub>child</sub>	0	1.0	2.0
side_ratio <sub>parent</sub>	0.5	1.0	2.0
Solidity <sub>parent</sub>	0	0.3095	1.0

At step **4605**, shape metrics are multiplied by weights and summed to generate a single similarity score. To detect registered trademark symbols, shape metrics normalized at step **4604** are multiplied by the following weights:

Weight	Value
mass_ratio_weight	0.2396
width_ratio_weight	0.1407
height_ratio_weight	0.1292
rectilinearity <sub>parent</sub> _weight	0.1358
concentricity_weight	0.0199
side_ratio <sub>child</sub> _weight	0.0948
side_ratio <sub>parent</sub> _weight	0.1167
solidity <sub>parent</sub> _weight	0.1234

As noted above, the arrangements described are typically implemented in a suitably programmed computing system **3300** where an image is scanned from a document or otherwise input (via an electronic file across the communications network **3320**, **3322**) and the imaged is processed by the computing system **3300** to detect the presence of the target feature, such as the copyright symbol © or the registered trademark symbol ®. The methods described are embodied in software which typically stored in a computer readable storage medium (eg. HDD **3310**) of the system and is read and executed by the processor **3305** of the system to operate upon the input image. A specific implementation may be to include the arrangements in a photocopying machine so as to prevent inappropriate the replication of copyright works or those containing registered trade marks. The system **3300** may be considered a photocopying machine, for example where the scanner **3327** and printer **3315** represent the electromechanical inputs and outputs of the copier and the computer **3301** represents the computerised controller of the copier. For example once a candidate region of a target feature is identified, the target feature can be compared using the processor **3305** against a stored array of possible target features from the HDD **3310**. A result of the comparison is then used to cause or otherwise abort copying of the document through printing in the photocopier of the scanned image. For example, where the copyright symbol is detected, the photocopier can then abort a copying operation instigated by a scanning of the document by the scanner **3326**, to thus potentially avoid copyright infringement of the document. Where the target feature is a specific code, such may be used to permit copying of such documents by only those photocopiers including that specific code stored in the HDD **3310**. As such, detection of target features can be used to selectively enable or disable a photocopying function.

#### INDUSTRIAL APPLICABILITY

The arrangements described are applicable to the computer and data processing industries and particularly for the detection and decoding of QR codes in documents. The arrangements are also useful for the authentication of documents and particularly to prevent the inappropriate replication of copyright works or those carrying registered trade marks

The foregoing describes only some embodiments of the present invention, and modifications and/or changes can be made thereto without departing from the scope and spirit of the invention, the embodiments being illustrative and not restrictive.

What is claimed is:

1. A computer implemented method of decoding a QR code having only two initially detected finder patterns, the detection corresponding to determining the existence of the finder patterns in the QR code, the computer including at least a processor for executing the method and an associated memory in which an image including the finder patterns is stored, said method comprising the steps of:

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- (a) acquiring a pattern matching template based on characteristics of the detected finder patterns;
- (b) determining at least one candidate region about the detected finder patterns, the candidate region being based at least on the relative positions of the detected finder patterns in the QR code;
- (c) locating a previously undetected third finder pattern of the QR code in the at least one candidate region by correlating content of the candidate region with the pattern matching template; and
- (d) decoding the QR code with each of the two initially detected finder patterns and the third finder pattern.

2. A method according to claim 1 wherein the two initially detected finder patterns are detected using connected component analysis.

3. A method according to claim 1 wherein the characteristics of the detected finder patterns comprise angle of rotation and module size.

4. A method according to claim 3 wherein the characteristics of the detected finder patterns further include black and white module sizes.

5. A method according to claim 1 wherein the characteristics of the detected finder patterns are based on the intensity values of pixels of at least one of the detected finder patterns.

6. A method according to claim 1 wherein step (d) comprises decoding the QR code with the location of the third finder pattern and the locations of the two initially detected finder patterns.

7. A computer readable storage medium having a computer program recorded thereon, the program being executable by computer apparatus to decode a QR code having only two initially detected finder patterns, the detection corresponding to determining the existence of the finder patterns in the QR code, said program comprising:

code for acquiring a pattern matching template based on characteristics of the detected finder patterns;

code for determining at least one candidate region about the detected finder patterns, the candidate region being based at least on the relative positions of the detected finder patterns in the QR code;

code for locating a previously undetected third finder pattern of the QR code in the at least one candidate region

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by correlating content of the candidate region with the pattern matching template; and  
code for decoding the QR code with each of the two initially detected finder patterns and the third finder pattern.

8. A computer readable storage medium according to claim 7 wherein the two initially detected finder patterns are detected using connected component analysis.

9. A computer readable storage medium according to claim 7 wherein the characteristics of the detected finder patterns comprise angle of rotation and module size.

10. A computer readable storage medium according to claim 9 wherein the characteristics of the detected finder patterns further include black and white module sizes.

11. A computer readable storage medium according to claim 8 wherein the characteristics of the detected finder patterns are based on the intensity values of pixels of at least one of the detected finder patterns.

12. A computer readable storage medium according to claim 7 wherein said code for decoding comprises code for decoding the QR code with the location of the third finder pattern and the locations of the two initially detected finder patterns.

13. Computer apparatus adapted for decoding a QR code having only two initially detected finder patterns, the detection corresponding to determining the existence of the finder patterns in the QR code, said apparatus comprising:

means for acquiring a pattern matching template based on characteristics of the detected finder patterns;

means for determining at least one candidate region about the detected finder patterns, the candidate region being based at least on the relative positions of the detected finder patterns in the QR code;

means for locating a previously undetected third finder pattern of the QR code in the at least one candidate region by correlating content of the candidate region with the pattern matching template; and

means for decoding the QR code with each of the two initially detected finder patterns and the third finder pattern.

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